

Lone Wolf Software

Flight from the Dark, Fire on the Water, & The Mirror of Death

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels, including the character of Lone Wolf and the world of Magnamund. He wrote the books which formed the basis for the computer games *Lone Wolf—Flight from the Dark*, *Lone Wolf—Fire on the Water*, and *Lone Wolf—The Mirror of Death*.

Lone Wolf—Flight from the Dark and *Lone Wolf—Fire on the Water* were released in 1984, written by Five Ways Software Ltd, and published by Hutchinson Computer Publishing. The following is a reproduction of the instructions, as well as reviews of and adverts for the games. *Lone Wolf—The Mirror of Death* was released in 1991, written by Mr Micro Ltd, and published by Audiogenic. It was re-released in 1993 under the title *The Tower of Fear*. Included herein are the instructions, photographs of the packaging, and numerous previews, reviews, and solution maps relating to the game.

All software is provided separately.

We are extremely grateful to **Martijn van der Heide** and the other contributors on the retro-gaming website **World of Spectrum** for kindly allowing us to redistribute the Spectrum game files, and for providing scans of the cover, the instructions, and the computer magazine pages that this document is mostly comprised of. Thanks too to **Iain Black** of the *Zzap! 64* C64 website for allowing us to use the scan of the review from *Zzap! 64* issue #75. Thanks also go out to **Michael Fraser** who provided us with a copy of the keyboard overlay originally packaged with *Flight from the Dark* and *Fire on the Water*.

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Robert Wellock – creation of the solution maps for the various versions of *Lone Wolf—The Mirror of Death*.

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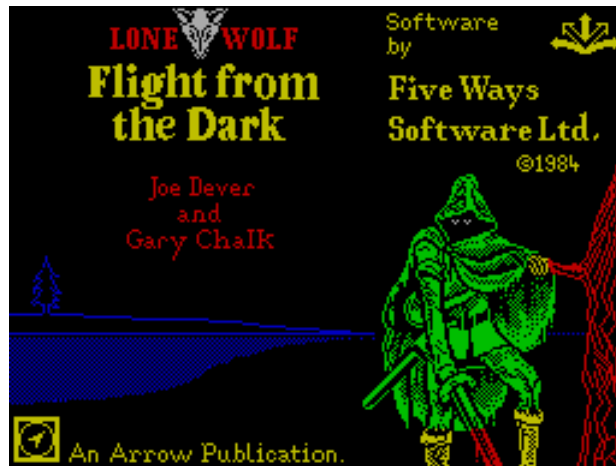
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Flight from the Dark—Cover & Instructions

Flight from the Dark

You are Lone Wolf. In a devastating attack the Darklords have destroyed the monastery where you were learning the skills of the Kai Lords. You are the sole survivor.

YOU SWEAR REVENGE

You know that first you must journey to Holmgard to warn the King of the gathering evil. But beware! The servants of Darkness are everywhere and determined to stop you as you travel across the Lastlands.

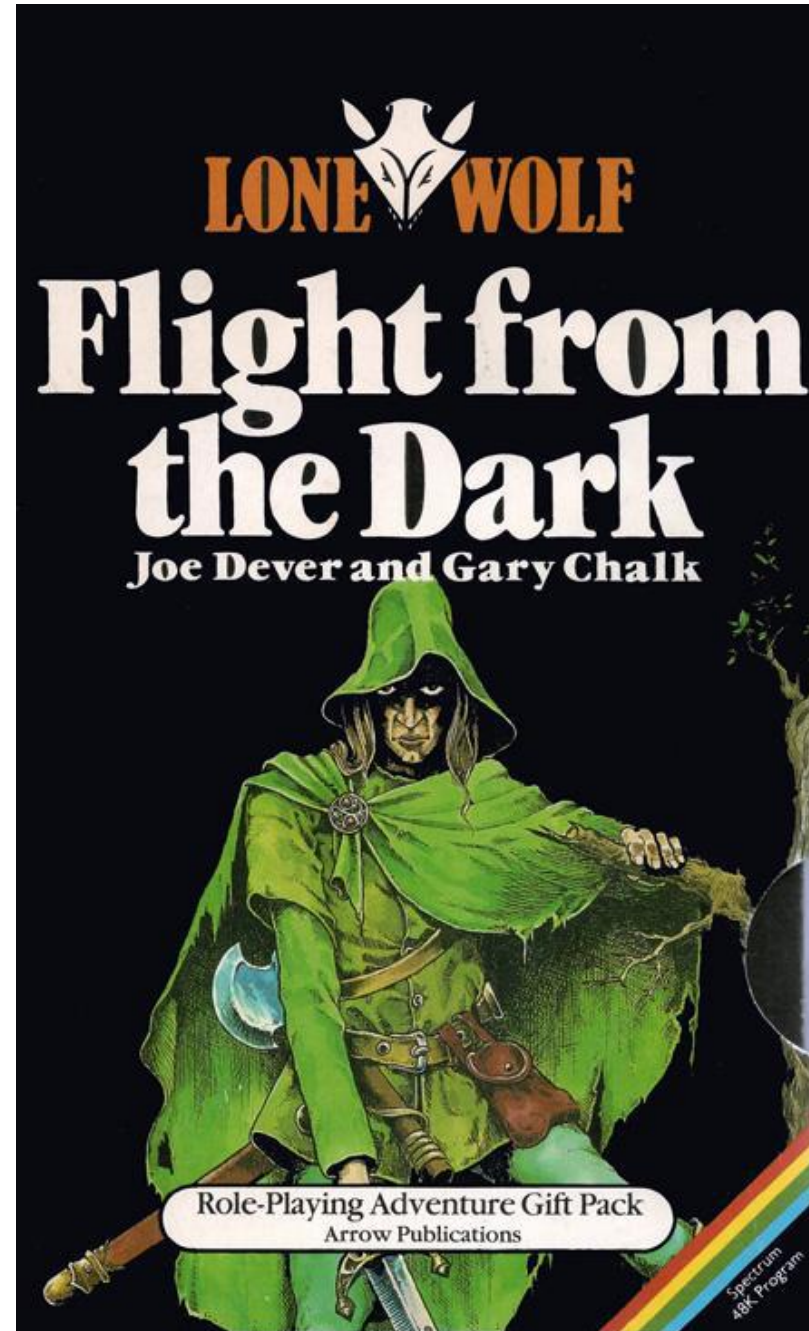
You are about to set out on the most exciting adventure of your life. Your endurance and the Kai skills you learnt at the monastery will be tested to the utmost. Can you survive?

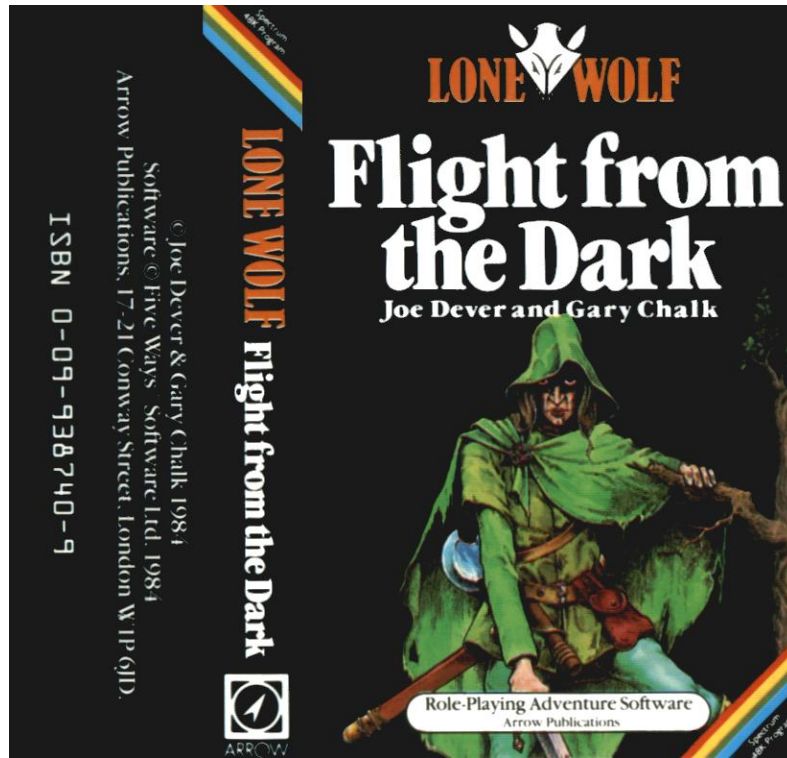
To help you in your quest this pack contains a two-part computer program for your Spectrum 48K and the LONE WOLF *Flight from the Dark* book to provide extra excitement away from the screen.

Also available in the LONE WOLF series: *Fire on the Water*.



Arrow publications, 17-21 Conway Street, London W1P 6JD





LONE WOLF
FLIGHT FROM THE DARK
 Joe Dever and Gary Chalk

Role-Playing Adventure Software
 Arrow Publications



THE STORY SO FAR...

In Sommerlund, it is the custom to send the children of the Warrior Lords to the Monastery of Kai. There they are taught the skills and disciplines of their noble fathers. When they have finally learnt the secret skills of the Kai, the children return to their homes equipped to defend themselves against the threat from the Darklords of the West.

It is the morning of the Feast of Fehmarn, when all the Kai Lords are present at the monastery for the celebrations. Suddenly a great black cloud comes into the western skies. So many are the numbers of the black-winged beasts that fill the sky that the sun is completely hidden. The Darklords are attacking.

You, Silent Wolf, have been sent to collect firewood in the forest as a punishment for your inattention in class. You see the vast cloud of black leathery creatures sweep down and engulf the monastery. Dropping the wood, you race to the battle that has already begun. But you stumble and strike your head on a low branch. As you lose consciousness, you see in the poor light the walls of the monastery crashing to the ground.

YOUR QUEST

Many hours pass before you awake. With tears in your eyes you now survey the destruction. Raising your face to the sky you swear vengeance on the Darklords for the massacre of the Kai Warriors, and with a sudden flash of realisation know what you must do. You must set off on a perilous journey to the capital city to warn the King of the terrible threat that faces his people. You are the last of the Kai – you are now the Lone Wolf.

IMPORTANT

You will notice numbers which appear inside the Wolf's head below the main display to the right of the screen. These are to help you plot your progress on your quest. You may find it helpful to note these down as you go along.

Situations numbered up to **350** correspond to episodes in the Lone Wolf *Flight from the Dark* book. (Where a situation in the program corresponds to a number of situations in the book, only the number of the first situation is shown.) Situations numbered from **351** upwards are unique to the adventure program.

This program has been designed to be used on its own, but you may find that the book, Lone Wolf – *Flight from the Dark*, will provide added interest away from the screen.

1. HOW TO PLAY THE GAME

1.1 COMBAT SKILL and ENDURANCE

During your training as a Kai Lord, you develop fighting prowess (**COMBAT SKILL**). You will need **COMBAT SKILL** to defeat enemies on your way to reach the King. Before you start on your adventure you will be given the opportunity to learn how to fight. Every time you defeat an enemy your **COMBAT SKILL** may improve.

You will need **ENDURANCE** to survive your gruelling adventure. Whenever you are wounded your **ENDURANCE** will go down. As your **ENDURANCE** goes down, you will become slower to react in fights. After a fight your **ENDURANCE** will recover gradually but if you eat a meal, or rest, your **ENDURANCE** will recover more quickly.

2.2 STARTING A NEW ADVENTURE

Press **:SPACE:** to start a new adventure.

2.3 CONTINUING AN ADVENTURE

- Replace the program cassette with the cassette that contains your adventure and rewind.
- Press **PLAY** on your cassette recorder.
- After about one minute the program will start at the point which you saved the adventure, (see 3.5).

3. HOW TO RUN THE PROGRAM

3.1 LEARNING HOW TO FIGHT IN THE KAI MONASTERY

- The first screen shows you Lone Wolf in the Kai Monastery. Here you can develop your **COMBAT SKILL**. This is shown by the bar on the left of the screen.
- The bar on the right of the screen shows your **ENDURANCE**.

1.2 THE KAI DISCIPLINES

Over the centuries, the Kai Lords have mastered the skills of the warrior. These skills are known as the *Kai Disciplines*, and they are taught to all Kai Lords. You have been taught all these disciplines but, because you rarely paid attention in class, you do not know how well you have learnt them. As you proceed through your adventure you will find that you become more and more proficient in the Kai Disciplines. If you have mastered these skills then at times they may save your life.

Sixth Sense

This skill may warn a Kai Lord of imminent danger. It may also reveal the true nature of a stranger or an item encountered in your adventure.

Tracking

This helps you to choose the right path in the wild. It can help you to find a person or item in a town or city. When you see prints or tracks, you will know which creature made them.

Healing

This discipline heals your wounds and can cure the sick and injured.

Weapon Skill

Upon entering the Kai Monastery, each Initiate is taught to fight with these weapons:

DAGGER ● SPEAR ● WARHAMMER
● AXE ● SWORD

Some of these weapons are more difficult to use than others. The better your **COMBAT SKILL**, the better you will be at using the weapons.

Mindshield

The Darklords and many of the evil creatures in their command have the ability to attack you using their Mindforce. The Kai Discipline

3.2 HOW TO MAKE CHOICES

- The first scene shows the foot of the hill below the Monastery. A description of the action appears line by line. To give yourself more time to read it, hold down **:SPACE:** to pause. Release **:SPACE:** to continue.
- Lone Wolf walks on. When he stops, you can select an option. Press **:1:** and "Take the axe"

of Mindshield alone protects you when you are attacked by Mindforce.

Mindblast

This enables a Kai Lord to use the forces of his mind on an enemy. Temporarily it breaks your enemy's concentration and increases your **COMBAT SKILL**. However, some of the creatures you encounter in this adventure can retaliate with Mindshield.

Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to understand the intentions of others.

Mind over Matter

Mastery of this discipline allows a Kai Lord to move small items by concentration alone.

1.3 EQUIPMENT

WHAT EQUIPMENT YOU CAN HAVE

You are dressed in the cloak of a Kai Initiate. You have little with you to arm yourself for survival. All you possess is a backpack in which you can carry things you find. Hanging from your waist is a leather pouch containing Gold Crowns.

You discover amongst the smoking ruins of the monastery a Map of Sommerlund showing the capital city of Holmgard and the land of Durenor, far to the east. You place the map inside your tunic for safety.

As your adventure proceeds you will find things.

Backpack Items

Some things you find can be carried in your backpack. You can only keep a maximum of 8 items in your backpack at any one time.

appears. Keep pressing **:1:** to see other options.

When an option you want is displayed, press **:2:** to make that choice.

- For each scene you can have up to 5 options. Note: Sometimes one of your Kai Skills (e.g. Sixth Sense) will give you an extra option.
- To repeat the last text displayed, press **:2:**.
- Before you move on to a new screen, press **:0:** to check how many Gold Crowns you have. Use this key to see what you are carrying at any stage on your quest. Press **:1:** to continue.

3.3 FIGHTING THE ENEMY

- Your choice of an option may lead you to a combat. In this case you must fight the enemy using the attack and defence moves that you practised in the Monastery.
- If you have a weapon, choose your attack moves carefully because some weapons are more difficult to use than others, e.g.:
 - it is difficult to swipe with a spear;
 - it is difficult to thrust with an axe or a warhammer.
- If you are fighting with your bare hands then it is not advisable to use **Parry** as a defence move. If you do, you will probably get hurt!
- How well you fight depends initially on your **COMBAT SKILL**, but as you learn to use the attack and defence moves you will see that you become proficient at using the weapons or just fighting with your bare hands.
- A combat ends when you either run away or kill your enemy or you lose all your **ENDURANCE** and are killed.
- If you have to fight more than one enemy at one time, you fight each in turn until either you are killed or you defeat all of them.

Gold Crowns

These are always carried in your belt pouch. It will hold a maximum of 50 crowns.

HOW TO USE YOUR EQUIPMENT Weapons

Weapons aid you in combat. If you find a weapon during the adventure, you may pick it up and use it. But you can only carry one weapon at a time. If you do not have a weapon then you can fight with your bare hands.

Items

During your travels you will discover various items which you may wish to keep.

Some items have a particular purpose or effect. You may be told this when you find them, or it may be revealed to you as the adventure progresses.

Gold Crowns

The local currency is the Crown, which is a small gold coin. Gold Crowns can be used on your adventure to pay for transport, or even as a bribe! Many of the creatures that you will encounter possess Gold Crowns, or have them hidden in their lairs. Whenever you kill a creature, you may take any Gold Crowns that it has and put them in your pouch.

2. HOW TO START

- Put the overlay on your Spectrum as shown.



3.4 MOVING ON TO PART TWO

- Because of the large number of scenes that this adventure contains, the program is actually stored in two parts.
- When you have completed half of the adventure, you will need to load the information for Part Two.
- Make sure that **Side B** of the cassette is facing upwards.
- Rewind the cassette.
- Press **PLAY** on your cassette recorder.
- After about one minute, Part Two will have loaded.
- Press **STOP** on your cassette recorder.
- You can now continue your adventure.

3.5 HOW TO SAVE THE GAME

- The adventure continues until either you get killed or you reach the King. Whenever the cassette symbol is displayed at the bottom of the screen, you can stop playing the game and continue later.
- Replace the program cassette with a blank cassette and rewind.
- Make sure the **EAR** lead is disconnected from your Spectrum and press **RECORD** on the cassette recorder.
- Press **:8:** and then **:ENTER:** to save your adventure.
- After a few minutes your adventure will be saved on the cassette. You will need this cassette when you want to continue an adventure from this point.
- If you make a mistake, press **:BREAK:** before you press **:ENTER:**. Remember to stop the cassette recorder.
- After your adventure has been saved, you can continue with your quest.

3.6 HOW TO START AGAIN

- At any time (e.g. after you have been killed), you can start again.
- If you are starting the adventure from the beginning, clear your Spectrum and reload the program.
- If you wish to restart a previously saved adventure, insert the appropriate cassette and rewind.
- Press **:J**; and then press **PLAY** on your cassette recorder.
- If you make a mistake, press **:BREAK** before the program starts to load.

3.7 CONTINUING LONE WOLF'S ADVENTURES

- Initially Lone Wolf is given all the Kai Skills in varying degrees. As the adventure progresses, Lone Wolf's proficiency in these skills increases and there may well be times when a Kai skill saves your life.
- But when you reach Holmgard and meet the King, Lone Wolf's adventures need not end – you can take your Lone Wolf on the quest for the Sommerswerd. (Lone Wolf: *Fire on the Water*)
- When you have succeeded in your *Flight from the Dark*, you are given the option to save Lone Wolf's character. If you choose this option, then save the adventure on a spare cassette, in the usual way.
- If you buy the next program in the Lone Wolf series, you can start off your new adventure using the same Lone Wolf character you have developed.

4. HOW TO FINISH

Simply disconnect your Spectrum from the mains power supply.

5. SUMMARY OF KEYS

How to Make a Choice

- :I**: displays each option
:9: chooses the displayed option

How to Fight

- :O**: chops
:I: swipes
:U: thrusts
:E: steps towards opponent
:W: Mindblast

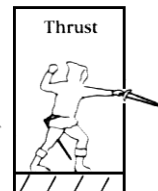
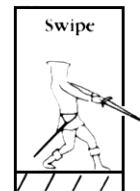
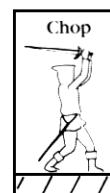
- :N**: parries
:R: steps back
:V: Mindshield

- :A**: makes Lone Wolf run away

Other Keys

- :Z**: repeats text
:0: displays all that you are carrying
:S: to save adventure
:J: to start adventure again
:SPACE: pauses text

ATTACKS

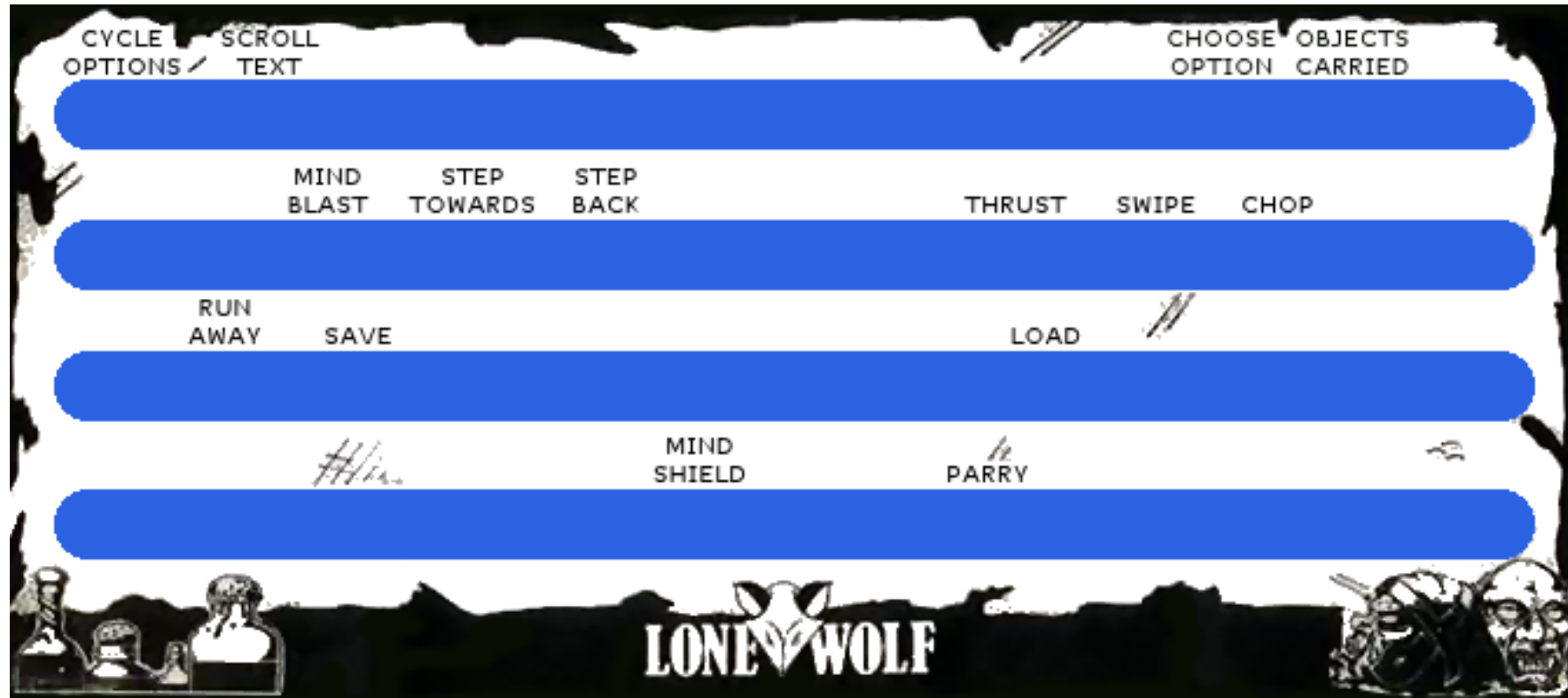


DEFENCES



Keyboard Overlay for *Flight from the Dark* and *Fire on the Water*

This keyboard overlay was packaged as part of the original game. It fits over the keyboard of a ZX Spectrum 48K and clearly indicates which keys are used in the game and for what purpose.



NEWS DESK

If you think you've
something
newsworthy, call
01-437 4343 and let us
know

The publishers strike back

The domination of the adventure market by small software houses is to be challenged by the big guns of publishing, the traditional book companies.

Hutchinson Computer Publishing, the new computer arm of Hutchinson Books, is to release text-and-graphics adventure programs based on the first two *Lone Wolf* game-books, *Flight from the Dark*,



Gary
Chalk,
Lone
Wolf
Artist

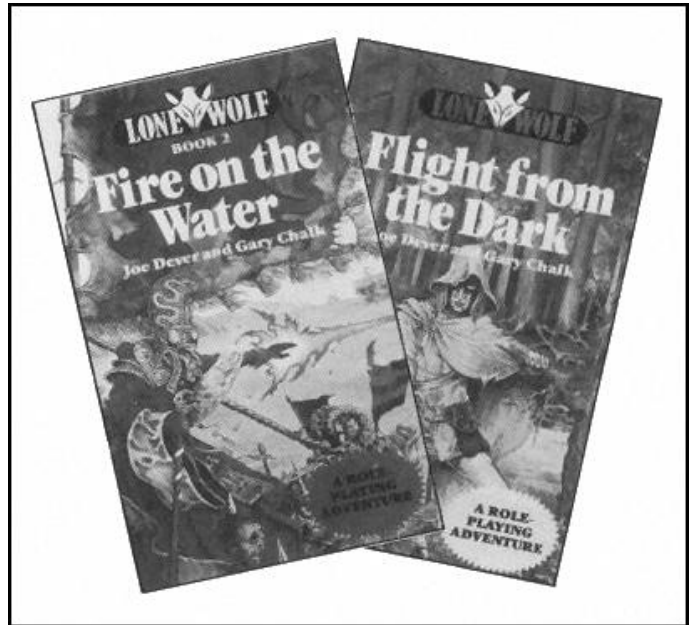
and *Fire on the Water*, in September. The coding is being done by Five Ways, a Manchester-based software house. The programs will include a real-time combat system, used with a keyboard overlay.

Joe
Dever,
Lone
Wolf
Author



While the adventures will be playable on their own, there will be page references on screen, referring players to sections of the books where more in-depth descriptions of a particular scene will be found. The adventures, for the Spectrum 48K, will cost £5.95, or £7.95 with the paperbacks.

Graham Taylor, head of Collins Software, plans to release a number of games by the end of the year, and will be concentrating on adventures.



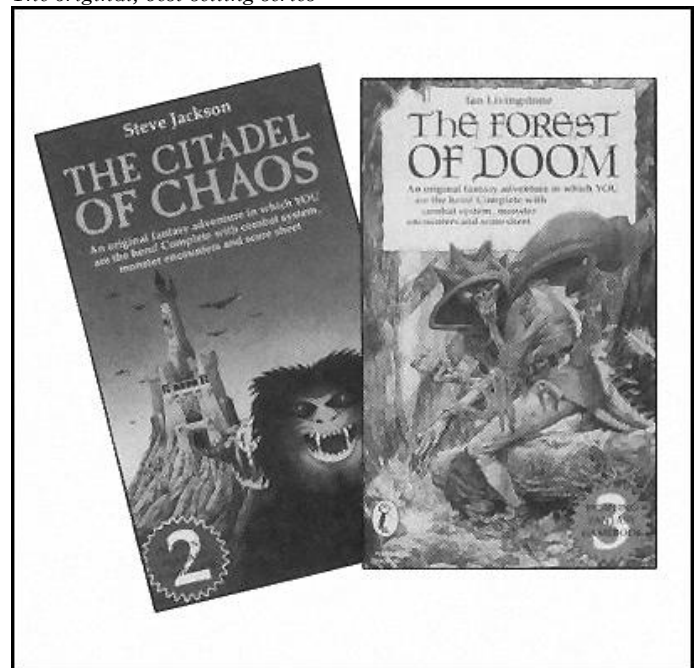
Hutchinson's challenge to Penguin

"I have no interest in arcade style adventures," he said, "their day is past."

Penguin has no plans to re-release *The Warlock of Firetop Mountain* as an adventure game, as opposed to an arcade game. But, the company is to

The original, best-selling series

publish the next two books in the *Fighting Fantasy* series, *The Forest of Doom* and *The Citadel of Chaos*, as adventure programs. Programmers are Darryl Mattocks and Simon Ball, and the release date is set for Christmas 1984.

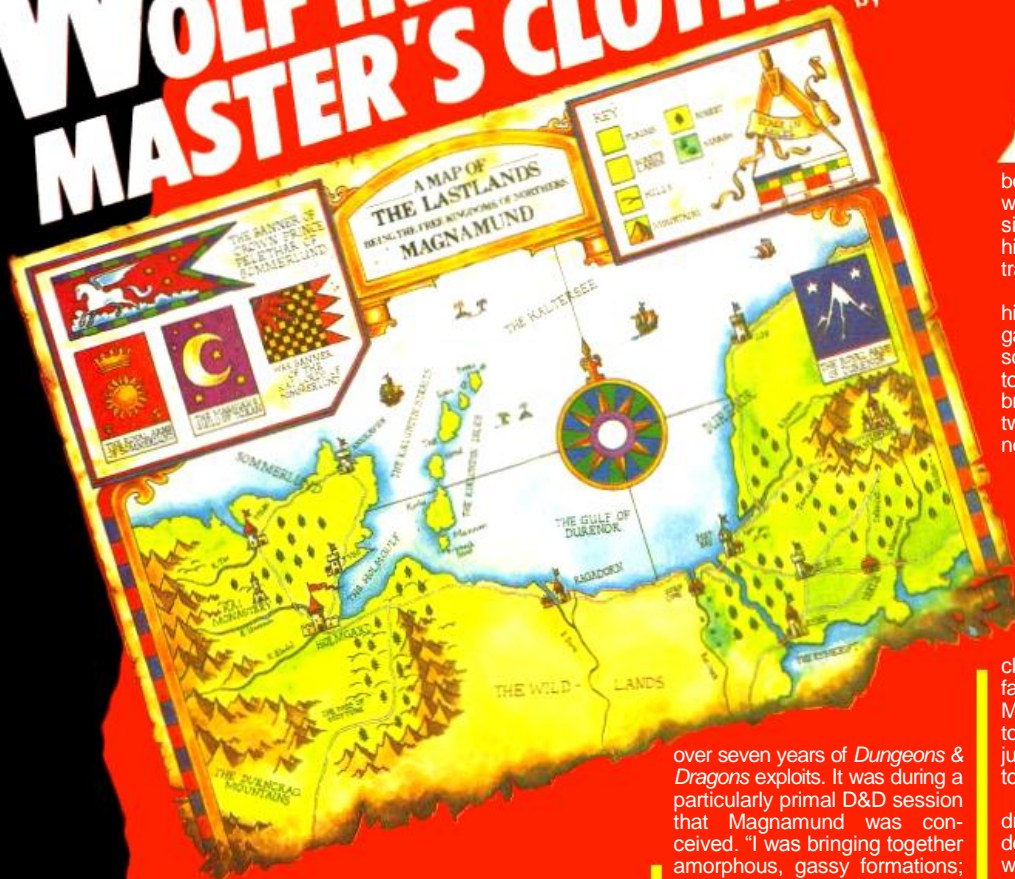




ADVENTURE ADVENTURE ADVENTURE ADVENTURE

WOLF IN DUNGEON MASTER'S CLOTHING

by Nicky Kickluna



JOE DEVER, 1982's World Dungeons & Dragons Champion, has hit the Software Road. His *Flight from the Dark* and *Fire on the Water* began life as role-playing adventure books, and now meet their electronic foils—text adventures with graphic illustrations. The two titles comprise the first sixth of a mammoth adventure series, *Lone Wolf*. Each of the twelve episodes, published by Hutchinsons will tie-in with an adventure book of the same name. Both can be played as self-contained units but rabid gamers will be pleased to find it possible to cross-reference between the two for a really comprehensive game. Initially for Spectrum, the series is being translated for the Commodore 64, and, notably, will be among the first available for the QL.

BIG K was chosen to be the very first magazine to play *Flight from the Dark*. Each screen is as

detailed and complex as an old manuscript with graphics window and text area below. You choose from the courses of action scrolled in the lower half of the screen, and the characters animate themselves accordingly. The graphics are excellent, and the adventure pushes the Spectrum's 48K to the limits.

In the game you are Wolf, kin to the Kai Lords. One day the sky is darkened by the sickening, leathery-winged Darklords. When they leave, you find yourself the sole survivor of your ancient race—Lone Wolf.

Our hero is about 15 years old in *Flight from the Dark*. He grows older and wiser through the episodes. Later he will acquire the skill of Dimensionality: the ability to travel through time and space. He'll need all the skills he can get for the final conflict. Lone Wolf's vow of revenge starts him on a quest that will take him all the way through the world of Magnamund.

Lone Wolf has been fermenting in the mind of Joe Dever

over seven years of *Dungeons & Dragons* exploits. It was during a particularly primal D&D session that Magnamund was conceived. "I was bringing together amorphous, gassy formations; great, floating worlds of ice . . . and other strange phenomena" —(he wouldn't part with the exact recipe)—"and POW! Worlds combusted into being!" And Joe had created Magnamund. And he saw that it was good.

Joe's youthful, ethereal looks belie his maturity. His low-key self-assuredness kind of sneaks around the back and hits you.

Joe, 28, set out of life's rich path as a musician. He moved over from double-bass to electric base and worked with a lot of bands including Mike Oldfield. "I enjoyed it at first." Then he found himself hired out to sessions with the punk bands of 1977-8.

"Suddenly, music was about anything but virtuosity. You had to dress the right way and share the same political pretensions." The era compounded a growing disillusionment, and Joe quit. He's recently written music for *Flight from the Dark*. "The Spectrum didn't allow for much elab-

oration. I'm looking forward to writing for the Commodore version." But Joe doesn't program himself. *Lone Wolf* is being translated for him.

Joe has a passion for military history, was an David board-games man and collected lead soldiers for years. This drew him to London's *Games Centre*, a branch of which he managed for two years. It was during a business trip to Los Angeles that he encountered D&D. "One game and I was hooked." He finally won the championships in LA—a week-long marathon.

Joe was the only Brit there. "There was no disadvantage," he says. "Every competitor has to take on all character classes: fighter, cleric, wizard, and thief. Joe's favoured role is that of Dungeon Master. "It's an art—you've got to get the balance of the game just right. Neither too hard nor too easy."

Lone Wolf heralds a great drawing together of the clans. A decade or so ago, something was stirring amongst the idle young of America's college campuses. It was an ongoing Dungeoning and Dragooning situation. It spread. In such a big way that the ex-Wisconsin postman Gary Gygax, first to document D&D by creating its two rulebooks, for Masters and players, declared a staggering \$52 million profit in 1982, making D&D the sixth fastest growing industry in the USA!

And from the East came the quiet literary genius of Professor Tolkien. His fertile imagination met that of thousands of others somewhere in Middle-Earth—a land created privately for his son.

Then there was computer adventure. Even prehistoric mainframes found themselves harbingers of adventuring data, as furtive, hard-bitten programmers eked out available K's in down-time. But it's with the micro that adventure is coming into its own.

We'll keep you informed of happenings. Watch out for news of *Lone Wolf*. And expect some surprises.

Five Ways Software

Martin Croft visits the company which programmed the *Lone Wolf* series for Hutchinson, and *King Arthur's Quest* and *Aztec* for Hill MacGibbon

AT ONE END of Birmingham's Bournville Lane, as the name suggests, is the Cadbury's chocolate factory. At the other end is a factory of a rather different sort—Five Ways Software.

Five Ways employs 50 people, 20 of them programmers. It has its own legal department and the company's offices take up the whole of the second floor of the imposingly named Imperial House.

Five Ways Software developed out of the government's Micro Electronics in Education Programme. Five Ways School, a Birmingham-based voluntary aided grammar school, was chosen as one of the three national software centres, specialising in material for secondary education.

One of the fundamental governing precepts of the MEP was that the projects it sponsored would become financially independent as soon as possible. As a result, Tony Clements, who was teaching Maths and Statistics at the school, became Managing Director of the fledgling Five Ways company in January of 1983, two years after the MEP-backed project started.



Tony Clements,
Five Ways
Managing
Director

Since then Five Ways has produced an impressive range of educational software. Clients include Heinemann, Hutchinson, Macmillan and the Natural History Museum in the UK, as well as companies in the EEC and America.

The *Lone Wolf* programs—written by Five Ways and published by Hutchinson for the Spectrum—were the first straight games projects that the company worked on. Even *King Arthur's Quest* and *Hunt for the Sun*, published by Hill MacGibbon, are seen as educational, although written in an adventure format.

The treatment *Lone Wolf* received, however, was no different to that accorded to any other project. There was a client liaison officer who dealt with all contact with the client. Working on the program itself was a team consisting of a project leader, two designers, two graphic artists, and four actual programmers.

The creative input comes largely from the designers, although suggestions from other team members are welcome.

With *Lone Wolf*, Hutchinson wanted a text-only adventure following the format and plot of the books as closely as possible. Five Ways, however, already had on hand a real-time combat system, according to Andy Halliday, one of the company's two designers.

"We'd been working on it for some time, and when *Lone Wolf* arrived, it just fitted perfectly," he says.

Answering criticisms that the programs are just too close to the plots of the books, he admits that "it would have been nice to go off on a flight of fantasy—but it was a real challenge to get as much of the book as we could in the program.

"We managed to get about 60 per cent of the text in, but we did have to add some extra combat sequences to cover up the gaps."

Both games were produced in close collaboration with the authors of the *Lone Wolf* books, Gary Chalk and Joe Dever.

Roger Christiansen, Five Ways' other designer, also worked on the *Lone Wolf* series in the initial stages; he claims that the project took over a year of man-hours to complete.

"The elapsed time was between four and five months—but we had four programmers working on it simultaneously, the same as on *Arthur's Quest* and *Hunt for the Sun*," he recalls.

Roger, who is one of the five or six members of the company who actually attended Five Ways school, was the designer responsible for *Arthur's Quest* and *Hunt for the Sun*.

"Our first step is to design a storyboard covering the plotlines," he explained.

"*Aztec* was storyboarded in about a week, but *King Arthur* took longer—it went through a number of changes in a few months. We had to have several brainstorming sessions on that one."

Aztec and *King Arthur* were both designed as introductory adventures that would teach children spatial awareness and coordination, as well as force them to use inductive reasoning. Hill MacGibbon has published both, along with three other of



Roger
Christiansen,
Publications
Editor

Five Ways' educationally-oriented programs, *Special Agent*, *Ballooning* and *Car Journey*.

Most of Five Ways' programming is done on a 380Z or on an Apple. The company has just taken delivery of the new Apple 2c, and is evaluating it. Tony Clements believes that "by the middle of next year we'll move on to a 16-bit machine."

Andy
Halliday,
Divisional
Manager,
Software



Clements sees the future for Five Ways very much in terms of business plans and marketing strategies. The company already has one full-time market analyst, and another will be starting work soon.

"There is a shakeout happening now, especially at the retail end," he believes. "Come next year, the big retail companies will deal only with a small number of software houses, instead of the hundreds they have to talk to now."

He is looking very carefully at the potential of the American market. "It has to be bigger—there's more purchasing power, and much better marketing."

One thing that must not be forgotten when dealing with a company like Five Ways is that it is primarily a producer of educational software.

Furthermore, it does not publish any of its own material. Packages are commissioned by external publishing companies or educational bodies. As a result the designers and programmers have little chance to let their imaginations run wild, and have to work largely to someone else's dictates—but that may be changing.

According to Andy Halliday, "We're working on some more adult adventures at the moment, but whether we will be marketing them ourselves depends on our feelings about the market."

He refused to be drawn further, except to say that the first had a plot that featured secret agents, mysterious haunted mansions, and various other stalwart clichés of the adventure world, and will be text and graphics.

It will be interesting to see what Five Ways can make of a project on which they are allowed to unleash their full creative powers. □

Spectrum Software Scene

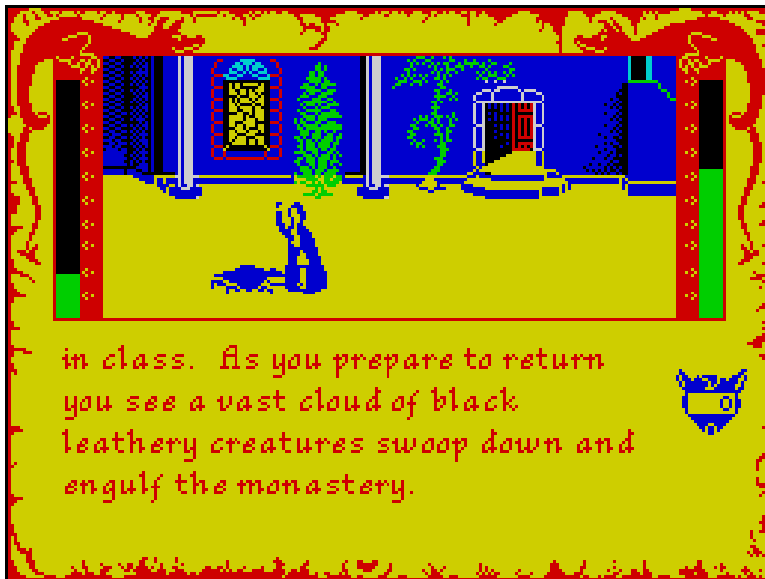
Code of the Warrior

BEFORE your very eyes the bestial forces of the Dark-lords have destroyed your monastery and friends. Revenge is in your heart but you must first reach the capital and warn the king of the impending onslaught. War and danger will bedevil your every step.

Flight from the Dark is

an overlay is provided for the purpose – this could have been made more solidly.

The graphics are animated and you are shown walking or riding through the locations. If you encounter an enemy there is a very clever combat sequence which allows you to thrust, swipe, chop and parry with whatever weapons you



the computer version of the Arrow solo role-play book and the program is packaged with it for double enjoyment and references. The program contains new situations but follows the original plot and the screen display will show if you are dealing with a section of the book by indicating the relevant paragraph.

Options are scrolled up beneath the graphic display and the choice is made by a key-press. Other actions are also controlled by single keys and

currently hold. This is in real time and can be a nail biting experience as your survival will depend on the fighting skill you have built up in the course of your travels.

Addicts of the book version will find the program every bit as demanding and exciting. The general quality of the graphics enhances that pleasure.

Richard Price

FLIGHT FROM THE DARK

Memory: 48K

Price: £8.95

Gilbert Factor: 8



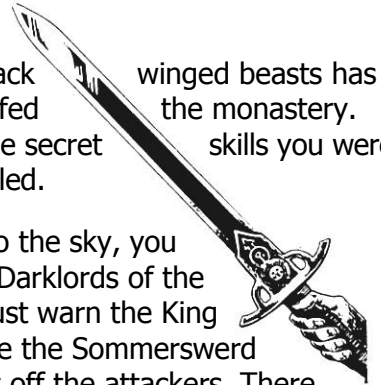
BECOME LONE WOLF...

...sole survivor of a devastating attack on the Monastery of the Kai.

A great cloud of black swept down and engulfed All the Kai Lords, whose secret learning, have been killed.

winged beasts has the monastery. skills you were

Raising your face to the sky, you swear revenge on the Darklords of the West. But first, you must warn the King of the invasion, retrieve the Sommerswerd and then use it to beat off the attackers. There are now two exciting LONE WOLF adventure games. Each one requires you to assume the mantle of Lone Wolf, make all his decisions for him, and actually fight his combats move by move. You really are Lone Wolf.



You swear

THE LESSONS OF COMBAT AND ENDURANCE

When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now, you may need to use them. You may need to improve some, and disregard others.

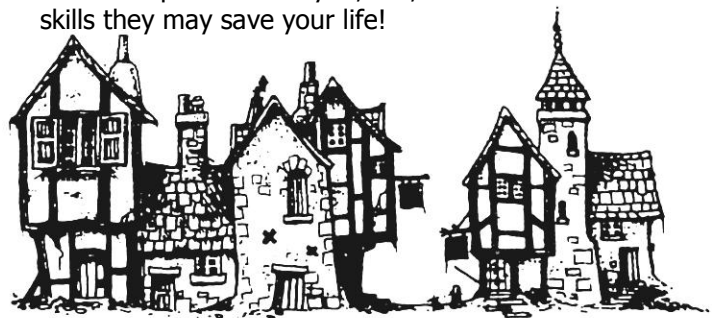
"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect you choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your

adventure you may find that you are becoming more and more proficient. If you, too, have mastered these skills they may save your life!

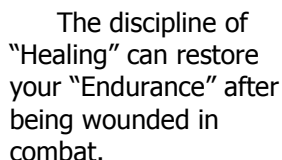


You can learn how to hide undetected amongst rocks and trees of the countryside. In a city, you can look and sound like a native which may help you to find shelter.

Learn how to communicate with animals and move objects by sheer concentration alone.

You can develop a "Sixth Sense" that warns you of imminent danger. It may also reveal the true nature of a stranger.

"Tracking" may help you choose the right path and decipher prints or tracks of creatures in the wild.



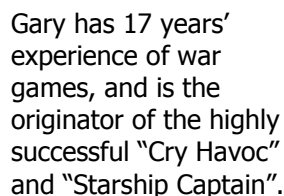
When you entered
the Kai Monastery you

were taught to fight with daggers, spears, warhammers, axes, and swords.

The evil Darklords, though, have the ability to attack using "Mindforce". Lone Wolf can learn the discipline of "Mindshield" and also "Mindblast", the old Kai Lords' ability to fight using the forces of the mind alone. You, Lone Wolf, control the combat, you decide whether to fight or not, and you alone can manipulate the moves.

You set out with just an axe, a leather pouch of gold crowns and a map of Sommerlund which you

The creators of LONE WOLF are Joe Dever and Gary Chalk. In 1982, Joe won the Advanced "Dungeons and Dragons" Championship in America.



Together they have created two unique adventures combining the skills of mental and physical dexterity. And there are more to come. The presentation is visually exciting, and involves you totally in every action and reaction.



Discover the LONE WOLF adventures "Flight from the Dark" and "Fire on the Water". Now, available individually in a special gift box, including a cassette and illustrated book for £8.95. (Software only £6.95 each.)

have discovered amongst the smoking ruins of the monastery.

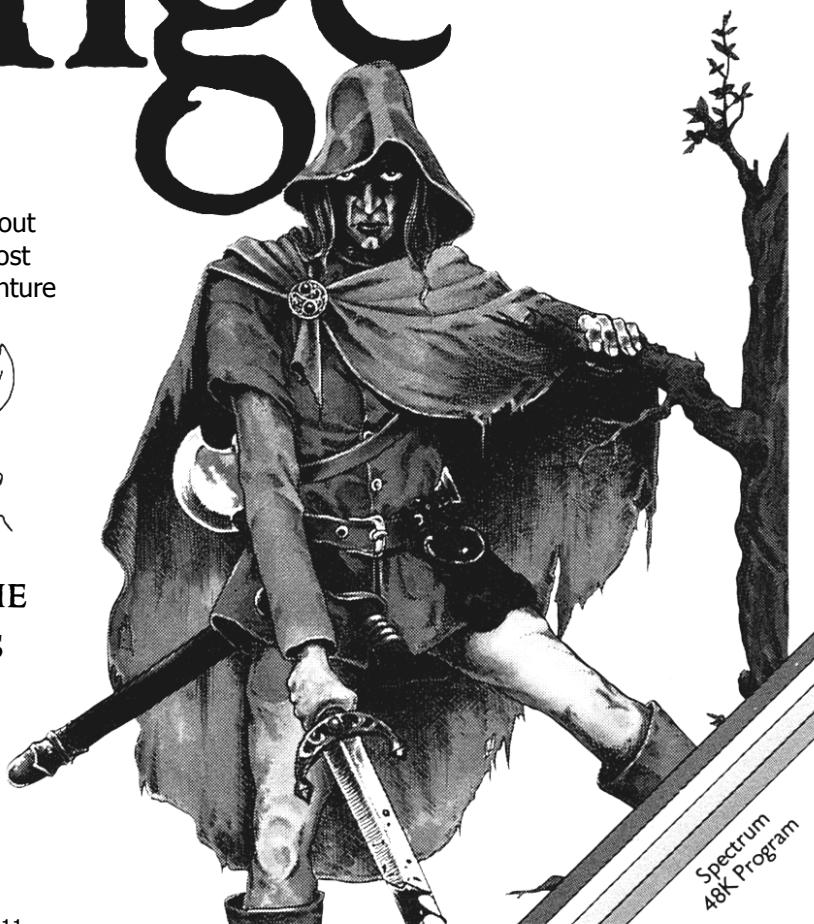


You are about to begin the most incredible adventure of your life.

WE CHALLENGE YOU TO DEFEAT THE DARKLORDS IN THE JASTLANDS

LONE WOLF

Available from leading software stores.
Dealer enquiries to Nick Ford, Arrow Publications,
17-21 Conway Street, London W1P 6JD. Tel: 01-387 2811.



Fire on the Water—Cover & Instructions

Fire on the Water

You are Lone Wolf—the sole survivor of the Darklords' devastating attack on the Kai Monastery. Bitter war now rages through your homeland as the evil Darklords lay siege to the capital.

YOU SWEAR REVENGE

Your King has entrusted you to retrieve the only power that can save your people: 'Sommerswerd'—the sword of the sun. Ahead of you lie terrible dangers—ferocious sea-storms, the dreadful tunnels of Durenor, and the ghostly death-hulks of Vonotar the Traitor.

You are about to set out on the most exciting adventure of your life. Use your Kai skills wisely—for only you, the last of the Kai Lords, can save your land from the devastation of the Darklords.

To help you in your quest this pack contains a two-part computer program for your Spectrum 48K and the LONE WOLF Fire on the Water book to provide extra excitement away from the screen.

Also available in the LONE WOLF series: Flight from the Dark.

ISBN 0-09-938730-1



Arrow publications, 17-21 Conway Street, London W1P 6JD

LONE WOLF Fire on the Water

SOFTWARE GIFT PACK

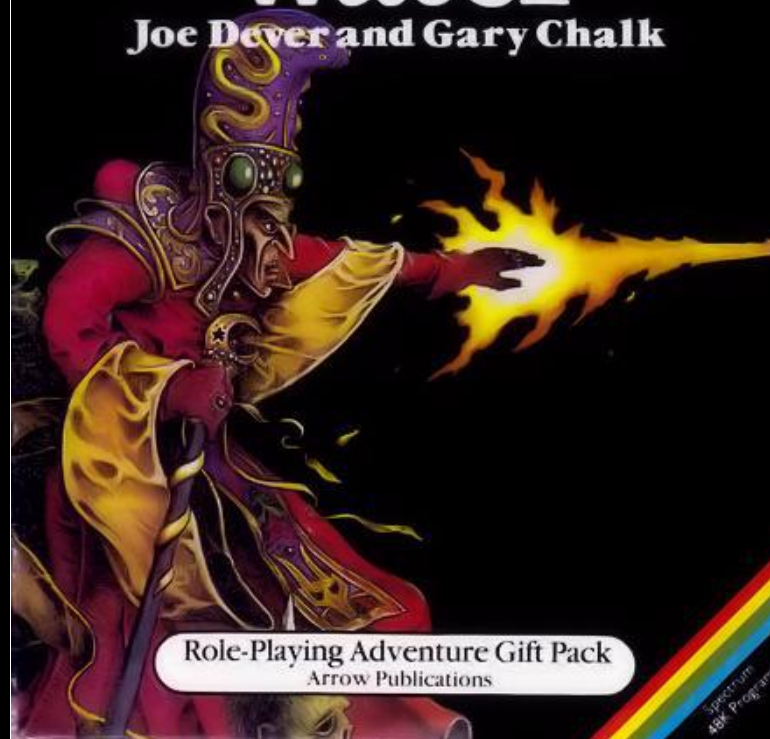


ARROW

LONE WOLF

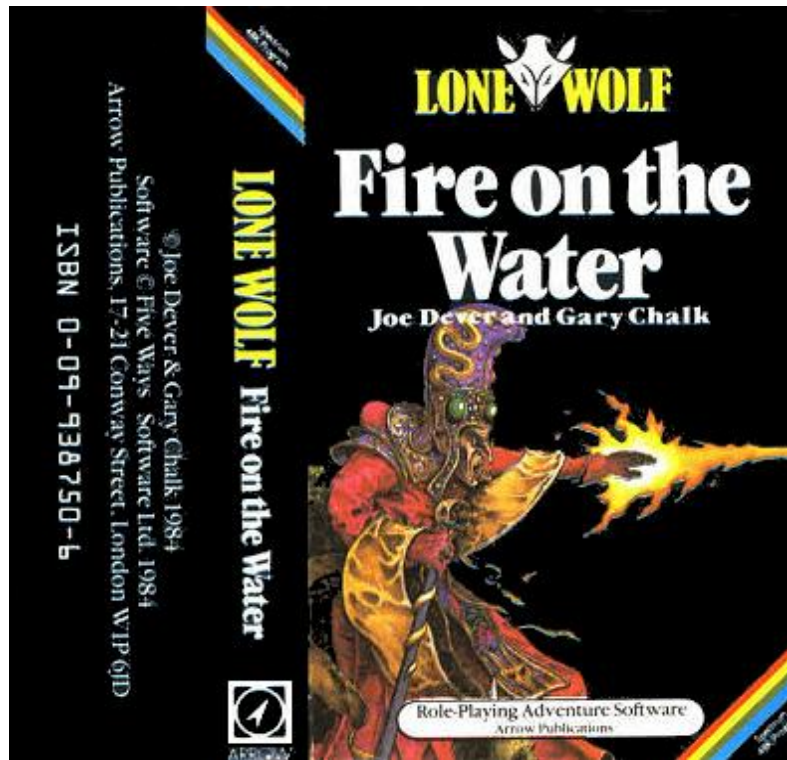
Fire on the Water

Joe Dever and Gary Chalk



Role-Playing Adventure Gift Pack
Arrow Publications

Spectrum
48K Program



LONE WOLF
FIRE ON THE WATER
 Joe Dever and Gary Chalk

Role-Playing Adventure Software
 Arrow Publications



THE STORY SO FAR...

In olden times the Darklords waged war on Sommerlund. The long and bitter struggle ended when Ulnar, King of Sommerlund, and the allies of Durenor drove the Darklord armies into the Abyss of Maakengorge. In the fighting, Vashna, mightiest of the Darklords, was slain upon the sword of King Ulnar, called 'Sommerswerd' - the Sword of the Sun. In defeat the Darklords vowed vengeance on Sommerlund and the House of Ulnar.

After the great victory the 'Sommerswerd' was given to the allies of Durenor as a mark of trust and allegiance. In return, King Alin of Durenor gave Sommerlund a golden ring - known as the Seal of Hammerdal. At the time, King Alin vowed to come to the aid of Sommerlund if ever the Darklords should threaten again.

You, Lone Wolf, are a young Initiate who was learning the secret skills of the Kai Lords when the Darklords suddenly invaded Sommerlund and destroyed the Kai monastery. The only one to survive, you journeyed through many perils to warn your King of the impending danger to Holmgard - the capital of Sommerlund.

YOUR QUEST

But your mission is not complete. The King has told you that only one power can now save your people from the Darklords - the 'Sommerswerd'. You have been entrusted with the Seal of Hammerdal and your quest is to travel to Durenor to fetch back the 'Sommerswerd'. As you go to the Royal Armoury to equip yourself for your mission, your King's words still ring in your ears:

"Forty days, Lone Wolf. We have strength to stand against the Darklords for only forty days."

IMPORTANT

You will notice numbers which appear inside the Wolf's head below the main display to the right of the screen. These are to help you plot your progress on your quest. You may find it helpful to note these down as you go along.

Situations numbered up to **350** correspond to episodes in the Lone Wolf *Fire on the Water* book. (Where a situation in the program corresponds to a number of situations in the book, only the number of the first situation is shown.) Situations numbered from **351** upwards are unique to the adventure program.

This program has been designed to be used on its own, but you may find that the book, *Lone Wolf – Fire on the Water*, will provide added interest away from the screen.

1. HOW TO PLAY THE GAME

1.1 COMBAT SKILL and ENDURANCE

During your training as a Kai Lord, you develop fighting prowess (**COMBAT SKILL**). You will need **COMBAT SKILL** to defeat enemies on your way to reach the King. Before you start on your adventure you will be given the opportunity to learn how to fight. Every time you defeat an enemy your **COMBAT SKILL** may improve.

You will need **ENDURANCE** to survive your gruelling adventure. Whenever you are wounded your **ENDURANCE** will go down. As your **ENDURANCE** goes down, you will become slower to react in fights. After a fight your **ENDURANCE** will recover gradually but if you eat a meal, or rest, your **ENDURANCE** will recover more quickly.

1.2 THE KAI DISCIPLINES

Over the centuries, the Kai Lords have mastered the skills of the warrior. These skills are known as the *Kai Disciplines*, and they are taught to all Kai Lords. You have been taught all these disciplines but, because you rarely paid attention in class, you do not know how well you have learnt them. As you proceed through your adventure you will find that you become more and more proficient in the Kai Disciplines. If you have mastered these skills then at times they may save your life.

Sixth Sense

This skill may warn a Kai Lord of imminent danger. It may also reveal the true nature of a stranger or an item encountered in your adventure.

Tracking

This helps you to choose the right path in the wild. It can help you to find a person or item in a town or city. When you see prints or tracks, you will know which creature made them.

Healing

This discipline heals your wounds and can cure the sick and injured.

Weapon Skill

Upon entering the Kai Monastery, each Initiate is taught to fight with these weapons:

DAGGER ● SPEAR ● WARHAMMER
● AXE ● SWORD

Some of these weapons are more difficult to use than others. The better your **COMBAT SKILL**, the better you will be at using the weapons.

Mindshield

The Darklords and many of the evil creatures in their command have the ability to attack you using their Mindforce. The Kai Discipline

of Mindshield alone protects you when you are attacked by Mindforce.

Mindblast

This enables a Kai Lord to use the forces of his mind on an enemy. Temporarily it breaks your enemy's concentration and increases your **COMBAT SKILL**. However, some of the creatures you encounter in this adventure can retaliate with Mindshield.

Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to understand the intentions of others.

Mind over Matter

Mastery of this discipline allows a Kai Lord to move small items by concentration alone.

1.3 EQUIPMENT

WHAT EQUIPMENT YOU CAN HAVE

Guard Captain D'Val leads you to the Royal Armoury where your Kai cloak is taken from you to be repaired and cleaned. While you await its return, Captain D'Val hands you a pouch of gold for your journey. As your adventure proceeds you will find things.

Backpack Items

Some things you find can be carried in your backpack. You can only keep a maximum of 8 items in your backpack at any one time.

Gold Crowns

These are always carried in your belt pouch. It will hold a maximum of 50 crowns.

HOW TO USE YOUR EQUIPMENT Weapons

Weapons aid you in combat. If you find a weapon during the adventure, you may pick it up and use it. But you can only carry one weapon at a time. If you do not have a weapon then you can fight with your bare hands.

Items

During your travels you will discover various items which you may wish to keep. Some items have a particular purpose or effect. You may be told this when you find them, or it may be revealed to you as the adventure progresses.

Gold Crowns

The local currency is the Crown, which is a small gold coin. Gold Crowns can be used on your adventure to pay for transport, or even as a bribe! Many of the creatures that you will encounter possess Gold Crowns, or have them hidden in their lairs. Whenever you kill a creature, you may take any Gold Crowns that it has and put them in your pouch.

2. HOW TO START

- 2.1 a. Put the overlay on your Spectrum as shown.



- b. Press **:J:**. Hold down **:SYMBOL:** and at the same time press **:P:** twice.

- c. **LOAD** " " should now appear on the screen. Press **:ENTER:**.

- d. Place **Side A** of the cassette in your recorder.

- e. Ensure that the volume on your cassette recorder is turned to just below maximum. Press **PLAY** on your cassette recorder.

- f. After a minute a title screen will appear.

- g. A short while later a picture of the Kai Monastery appears.

- h. When the cassette reaches its end you can now choose either to start a new adventure or to continue an adventure which you have previously saved. (This is explained in Section 2.3.)

2.2 STARTING A NEW ADVENTURE

Press **:SPACE:** to start a new adventure.

2.3 CONTINUING AN ADVENTURE

- a. Replace the program cassette with the cassette that contains your adventure and rewind.
b. Press **PLAY** on your cassette recorder.
c. After about one minute the program will start at the point which you saved the adventure, (see 3.5).

3. HOW TO RUN THE PROGRAM

3.1 HOW TO MAKE CHOICES

- a. The first scene shows the Castle Courtyard. A description appears line by line. To give yourself more time to read it you can hold down **:SPACE:** to pause. Release **:SPACE:** to continue.
b. Now Lone Wolf walks on. When he stops, you can select an option. Press **:1:** and "Take the spear" appears. Keep pressing **:1:** to see other options.

When an option you want is displayed, press **:9:** to make that choice.

- c. For each scene you can have up to 5 options. Note: Sometimes one of your Kai Skills (e.g. Sixth Sense) will give you an extra option.

- d. To repeat the last text displayed, press **:2:**.

- e. Before you move on to a new screen, press **:0:** to check how many Gold Crowns you have.

Use this key to see what you are carrying in your backpack or belt pouch at any stage in your adventure. Press **:1:** to continue.

- f. Two special options from this screen allow you either to continue with your character from *Flight from the Dark* or to learn how to fight against the Captain of the Guard.

3.2 LEARNING HOW TO FIGHT IN THE CASTLE COURTYARD

- a. By fighting the Captain of the King's Guard you can develop your **COMBAT SKILL**. This is shown by the bar on the left of the screen.
b. The bar on the right of the screen shows your **ENDURANCE**.
c. The Captain appears. Both Lone Wolf and the Captain must fight.
d. You can attack the Captain in five ways:
To make Lone Wolf step towards your opponent, press **:E:**.
To make Lone Wolf chop, press **:Q:**.
To make Lone Wolf swipe across your opponent, press **:I:**.
To make Lone Wolf thrust at your opponent, press **:U:**.
To make Lone Wolf attack with a Mindblast, press **:W:**.
e. You can defend yourself against the Captain's attacks in three ways:

To make Lone Wolf step back, press **:R:**.

To make Lone Wolf parry a blow, press **:N:**.

To protect Lone Wolf against Mindforce, press **:V:** to use Mindshield.

- f. On rare occasions you can make Lone Wolf run away by pressing **:A:**.
g. All the attack and defence moves are shown on the inside flap.
h. The combat ends when you lose a fight. Watch your **COMBAT SKILL** bar (on the left) to see how much **COMBAT SKILL** you have gained.
i. Press **:9:** to start your adventure.
j. Learn your skill well, Lone Wolf, for once the adventure begins the fighting is for real!

3.3 CONTINUING WITH YOUR LONE WOLF CHARACTER FROM FLIGHT FROM THE DARK

- a. Replace the program cassette with the cassette on which you saved Lone Wolf's character when you completed *Flight from the Dark*.
b. Rewind and then press **PLAY** on your cassette recorder.
c. After a short while your adventure will begin.

3.4 FIGHTING THE ENEMY

- a. Your choice of an option may lead you to a combat. In this case you must fight the enemy using the attack and defence moves that you practised in the courtyard or learnt in *Flight from the Dark*.
b. If you have a weapon, choose your attack moves carefully because some weapons are more difficult to use than others, e.g.:
● it is difficult to swipe with a spear;
● it is difficult to thrust with an axe or a warhammer.

- c. If you are fighting with your bare hands then it is not advisable to use **Parry** as a defence move. If you do, you will probably get hurt!
d. How well you fight depends initially on your **COMBAT SKILL**, but as you learn to use the attack and defence moves you will see that you become proficient at using the weapons or just fighting with your bare hands.
e. A combat ends when you either run away or kill your enemy or you lose all your **ENDURANCE** and are killed.
f. If you have to fight more than one enemy at one time, you fight each in turn until either you are killed or you defeat all of them.

3.5 MOVING ON TO PART TWO

- a. Because of the large number of scenes that this adventure contains, the program is actually stored in two parts.
b. When you have completed half of the adventure, you will need to load the information for Part Two.
c. Make sure that **Side B** of the cassette is facing upwards.
d. Rewind the cassette.
e. Press **PLAY** on your cassette recorder.
f. After about one minute, Part Two will have loaded.
g. Press **STOP** on your cassette recorder.
h. You can now continue your adventure.

3.6 HOW TO SAVE THE GAME

- a. The adventure continues until either you get killed or break the siege of Holmgard. Whenever the cassette symbol is displayed at the bottom of the screen, you can stop playing the game and continue later.
b. Replace the program cassette with a blank cassette and rewind.

- c. Make sure the **EAR** lead is disconnected from your Spectrum and press **RECORD** on the cassette recorder.
- d. Press **:S:** and then **:ENTER:** to save your adventure.
- e. After a few minutes your adventure will be saved on the cassette. You will need this cassette when you want to continue an adventure from this point.
- f. If you make a mistake, press **:BREAK:** before you press **:ENTER:**. Remember to stop the cassette recorder.
- g. After your adventure has been saved, you can continue with your quest.

3.7 HOW TO START AGAIN

- a. At any time (e.g. after you have been killed), you can start again.
- b. If you are starting the adventure from the beginning, clear your Spectrum and reload the program.
- c. If you wish to restart a previously saved adventure, insert the appropriate cassette and rewind.
- d. Press **:J:** and then press **PLAY** on your cassette recorder.
- e. If you make a mistake, press **:BREAK:** before the program starts to load.

3.8 CONTINUING LONE WOLF'S ADVENTURES

When you have succeeded in your quest for the Sommerswerd, you are given the option to save Lone Wolf's character. If you choose this option, then save the adventure on a spare cassette, in the usual way.

4. **HOW TO FINISH**
Simply disconnect your Spectrum from the mains power supply.
5. **SUMMARY OF KEYS**
How to Make a Choice
:I: displays each option
:9: chooses the displayed option

How to Fight

:O: chops
:I: swipes
:U: thrusts
:E: steps towards opponent
:W: Mindblast

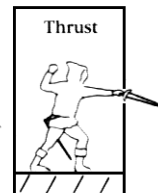
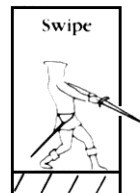
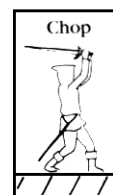
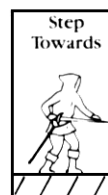
:N: parries
:R: steps back
:V: Mindshield

:A: makes Lone Wolf run away

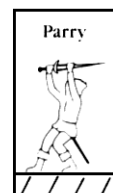
Other Keys

:Z: repeats text
:0: displays all that you are carrying
:S: to save adventure
:J: to start adventure again
:SPACE: pauses text

ATTACKS



DEFENCES



COMPETITION • COMPETITION • COMPETITION • COM

BECOME A LONE WOLF AND WIN A QL

BIG K invites you to take on the role of Lone Wolf, hero of the ace new Arrow adventure games, *Flight from the Dark* and *Fire on the Water*. Your judgement is needed to assemble a sequence of events into their correct order. Your reward is a shiny new Sinclair QL with 128K of memory, twin microdrives and four pieces of software — a computer at the cutting edge of high technology. Even if you fail to reap that treasure — and only one of you can — there are 10 *Lone Wolf* game packs of either *Flight from the Dark* or *Fire on the Water* to be won. Each pack contains the game cassette (Spectrum 48K only) and the book.

Can you afford not to take this trip?

How to Enter

Here are eight screen shots from the game *Lone Wolf: Flight from the Dark* but they are not in any special order. That's your job! So as not to betray too much of the real storyline we have concocted a short tale about Lone Wolf to help you place the pictures in sequence.

Read the passage carefully and, when you think you can put the pictures in order, get a postcard (or you can use the back of a sealed down empty envelope) and put the numbers 1-8 down one side. Write the key letter (for example, 'C') of the picture you think is first next to '1' and so on until all pictures have

been placed in the order to fit the story.

Cut out the special entry token from this page and stick it to your entry. Don't forget to put your name, age, and address on as well. Finally, we want you to write down a battle-cry suitable for Lone Wolf, a novice monk trained in the martial arts and magic, on a mission of revenge. It can be anything you like but must be no more than 12 words.

Post your completed entry to: BIG K LONE WOLF COMPETITION, LAVINGTON HOUSE, LAVINGTON STREET, LONDON SE99 to arrive by Thursday 31st January 1985.

The Task of Lone Wolf:
You are Lone Wolf. The day starts with your regular morning tutorial in the Monastery grounds. However, this is no normal morning for today is the day of your quest. Leaving the mountains behind, you are attacked but with one blow of your trusty weapon the foe is slain. Seeking guidance from a mysterious figure you are directed via a castle to the town which you enter as the day draws to a close. The following morning, refreshed, you encounter a vicious beast which has to be repelled with a stab of your blade. It is going to be a long quest.

RULES

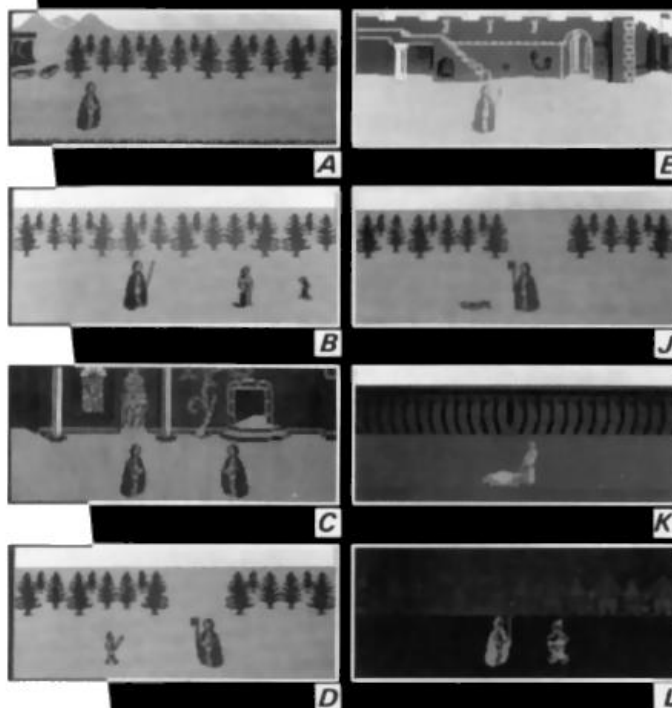
Each entry must be on a postcard or back of a sealed down envelope and must bear the entrant's name, age, and address, and a special entry token cut from this page.

All entries received by the closing date will be examined and the First Prize awarded to the sender of the correct entry submitting the most apt, original, and best-expressed tie-breaker, with age being considered. All prizes must be accepted as offered; there can be no alternative awards, cash or otherwise. If the First Prize-winner is under 18 years then parental consent must be obtained before the prizes can be awarded. Remaining prizes will be awarded for the next best entries in order of merit. No entrant may win more than one award.

The competition is open to all readers in Great Britain, Northern Ireland, Eire, Channel Isles and Isle of Man, other than

employees (and their families) of IPC Magazines Ltd., Hutchinson Computer Publishing Company Limited, and the printers of BIG K.

Any entry received after the closing date will be disqualified as will those received incomplete, mutilated, illegible, or not complying with the rules and instructions exactly. The judges' decision is final and legally binding and no correspondence will be entered into. All winners will be notified and the result published later in BIG K.



What is a Quest? Well, we reckon it's an adventure with more than a hint of the classic *Dungeons & Dragons* game about it. Here Keith Campbell, Paul Coppins, Simon Marsh, and new recruit Jim Douglas take a look at some adventures inspired by *D&D*.

FIRE ON THE WATER

I have to say that I usually hate any game that is not pure adventure—that is, one that does not require logic to solve problems. Adventure games, to my mind, should be of the original type and not of the so-called “Arcade Adventures”. Lone Wolf's *Fire on the Water* is the exception to that rule.

Although the game is not an Arcade Adventure, it does rely on graphics for the fighting scenes and is a role-playing game.

You are a Kai warrior, a sort of Samurai warrior who has powers to communicate with animals, and whose mind can attack other minds with a power called “mind force”. As a student from the Kai Monastery, you start off in the game being taught to fight and soon get used to being well and truly trounced by your master.

You are later sent out to collect firewood as a punishment for inattention in class and, as luck would have it, whilst you are out, the monastery is destroyed by the Dark-lords, and all the Kai Lords are killed. It is your task to avenge their deaths and warn the King of the threat of attack.

The game now starts in earnest and many battles and problems confront you. Movement takes place by menu-type commands and, although this may put you off, it is offset by the graphic fighting scenes which are great.

There's an accompanying book with the game which is great fun but, as I'm no role-playing expert, I passed it over to a friend, Paul Cleden, who is into that sort of thing and he promptly solved it in half an hour without cheating! In his opinion, it is a book for beginners which I can quite believe, as it took me three days to complete!

The book and game can be bought in two ways. You can get the game only for £6.95 or the combined package for £8.95. The book alone can be obtained for £1.50, so if you are thinking of buying the combined package, do a quick bit of arithmetic first! “Nuff said!” as the Chief Examiner would probably remark!

Personal Rating: 6

Simon Marsh





FIRE ON THE WATER

Producer:

Arrow

Publications

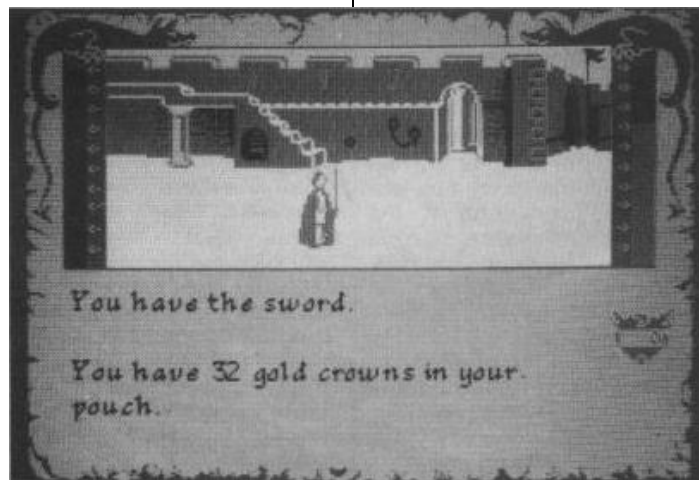
Retail Price: **£7.95**

Author: **Joe Dever and
Gary Chalk**

Fire on the Water consists of a self-contained cassette (which can be bought separately through mail order) with a very instructive concertina inlay and a full role-playing book of the same name, Book Two in the 'Lone Wolf' series (*Flight from the Dark* was number one, while the third will be *The Caverns of Kalte*). With numbered paragraphs throughout, these books create something akin to a computer adventure where the options

went on to win the Advanced Dungeons and Dragons Championship in America in 1982. Gary Chalk began playing war games some years ago when only fifteen and has now turned his B.A. in design to good effect in *Cry Havoc*, *Starship Captain*, and *Battlecars* (co-designed with Ian Livingstone).

This is how we are introduced to Book Two. The Darklords invaded Sommerlund and destroyed the Kai



open to you at each turn lead to different paragraphs. Action Charts, a Combat Result Table and a random number page form the machinery which drives the story along. Within the inside cover of the book lies a map of the Lastlands depicting some of the places mentioned in the inlay: the Kai Monastery, Holmgard, and Durenor. Sparrow Books, the publishers, tell us something of the author and the illustrator. Joe Dever became a full-time musician and while on a business trip to Los Angeles discovered D&D, becoming so engrossed he

Monastery but you, Lone Wolf, survive the attack and travel to your King enthroned in the capital, Holmgard. Only one power can now save your people – the Sommerswerd, sword of the sun, bestowed upon the allies of Durenor to the east as a mark of allegiance that exists between the two kingdoms. In return the King of Durenor gave Sommerlund the golden ring known as the Seal of Hammerdal. If ever the shadow of the west should rise again, Durenor would come to the aid of Sommerlund.

On loading you see a



castle courtyard with fine detail of battlements, turrets, doors and ropes. The redesigned character set is in keeping with the flavour of the adventure. The text scrolls slowly upward through the bottom half of the screen after which a character enters stage left, making a distinctive 'clip clop' sound – a noise which becomes familiar as it accompanies all movements by characters throughout the game. (The analogy with a stage is apt since the backgrounds are indeed backcloths with only one, two or perhaps three characters moving along the front of the

progress I can carry up to eight items in my backpack.

The next choice is straightforward enough – off to train with the King's Guard which develops COMBAT SKILL, shown by a bar along the left side of the screen. Training is completed when Lone Wolf loses his ENDURANCE (shown by a bar on the right) and the fight. Your first effort will no doubt, like my own, be ignominious because the keyword buttons STEP TOWARDS, STEP BACK, THRUST, SWIPE, CHOP, etc., take some getting used to. More mystical are the activities of Mindblast which momentarily breaks

chased separately. The quality of the graphics varies with the backdrop but they are always colourful. The first scene and many more which follow are highly detailed and well laid out. Movements of characters, and the occasional movement within the backdrops (e.g. the bird and the ship) are slow and give the whole a plodding, laboured feel. A small graphic of a cassette appears at the side of the screen at moments opportune for saving the game – and the opportunity should be seized, as the game cannot be restarted once you have lost a life.

through which the adventure may be explored. Although it's not strictly necessary to read the book to enjoy the software, a knowledge of the book does improve your play as familiarity with the larger picture can influence your route through the program.

COMMENTS

Difficulty: Quite easy

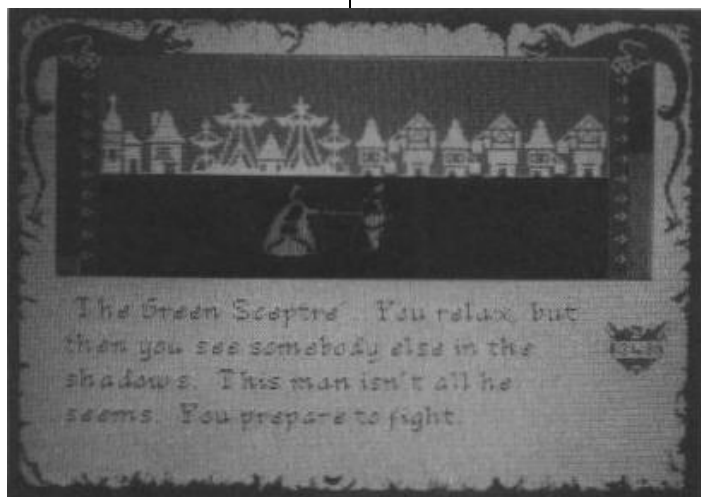
Graphics: On all locations, and with moving characters

Presentation: Good

Input facility: Single key input

Response: A touch slow due to character movement

Special features: Real time



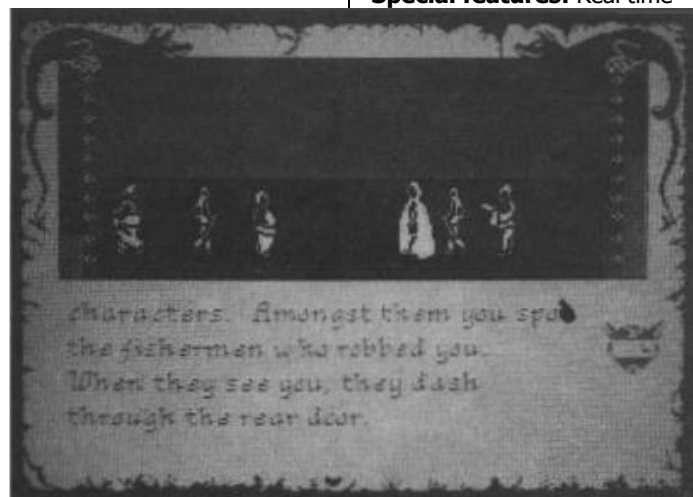
stage). Lone Wolf, who appears a distinguished chap with a cloak, is offered a choice of weapons between spear, sword or hammer but when you make your choice you should note that it is difficult to swipe with a spear or thrust with a hammer. NB: If you choose to fight with your hands, it is inadvisable to parry!

The significance of the terms SWIPE, THRUST and PARRY lie in their use as keywords on the keyboard overlay supplied with the game. Another keyword, CYCLE OPTIONS, scrolls the options open to you at any one stage, one by one, so you can press CHOOSE OPTION when the most attractive one appears. At this point I chose a sword to help Lone Wolf whereupon a sword appeared on the screen in his hands. Keeping CHOOSE OPTION depressed also cycles the spear and hammer through his hands if you are curious as to how they look. Pressing OBJECTS CARRIED tells me I have a sword and thirty-two gold coins in my pouch. As I

the enemy's concentration and increases your COMBAT SKILL and Mindshield whereby those creatures who use Mindforce against you find their powers curtailed.

In the bottom right of the screen is a wolf's head which bears a number. Numbers up to 350 correspond to episodes in the book. It won't take long after realising this to discover something rather fundamental governing the whole *Fire on the Water* project, principally, that the book develops the story to a far greater depth than does the software and in many cases provides more routes to explore the adventure to the full. Hence it can be said that not only does the book provide a more intricate plot but it also offers this for the price of £1.50. The implications are obvious to anyone with limited funds at their disposal.

Fire on the Water is something different for the adventurer. It is a *précis* of an accompanying role-playing book but it is not dependent upon it and indeed the software, if need be, can be pur-



The combat action is good with diagrams on the cover depicting exactly what stance is represented by CHOP, SWIPE, THRUST, etc. Watching fights take place and guiding your character through them is the chief advantage the software has over the book. The book, however, wins on most counts with a greater depth to its storyline and the fact that it provides more routes

combat, multiple choice adventure

General rating: Lacks the length and complexity of the book which outshines the software

Atmosphere

6

Vocabulary

4

Logic

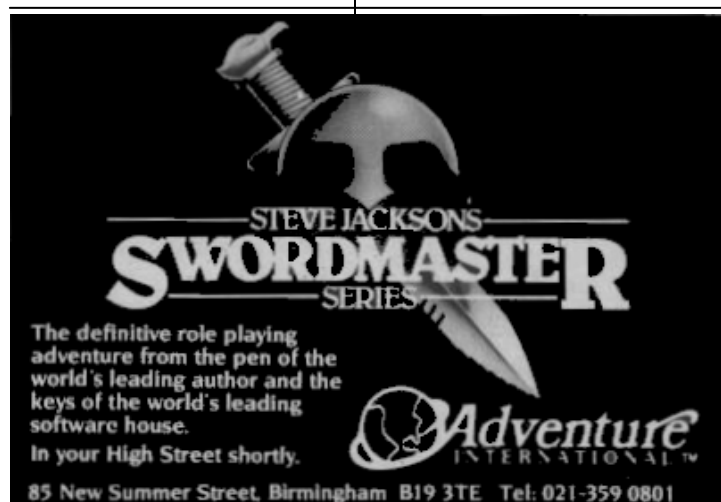
6

Debugging

8

Overall value

5



Lone Wolf 2— Fire on the Water 48K Spectrum £6.95

Five Ways & Hutchinson Computer Publishing Ltd., 17–21 Conway St, London

This is a user-friendly role-play adventure set in medieval times, based on Dever & Chalk's *Lone Wolf* books. Screen edge looks like parchment displaying one of many locations in a half-screen, instantly drawn, hi-res picture with a new-style type giving information below and a wolf's head displaying book location numbers.

You, the sole surviving Kai Lord, having reached the King in *Lone Wolf 1* with news of the destruction of the Kai by the Darklords, are ordered to retrieve the Sommerswerd.

First screen has you in the castle courtyard to fight an instructor developing your Combat Skill. Pressing keys makes your screen representation fight—the adventure starting when you lose.

Music precedes each fight—the winning of which increases your Combat Skill, while Endurance recovers slowly unless a meal is eaten.

Darklords, flying on Kraan, hinder your attempts to find the sword. Options are displayed by keying 1, while 9 chooses them—no words needed! Gold Crowns and Backpack Items are collected as the game proceeds—though my trial version always stopped at Wreck Point.

From every point a fascinating, well-designed game.

T.W.

Instructions	80%
Playability	95%
Graphics	90%
Value for Money	90%



Thrilling and Chilling

**A whole page of adventures
for you to savour**

Lone Wolf 1— Flight from the Dark 48K Spectrum £6.95

Five Ways & Hutchinson Computer Publishing Ltd., 17–21 Conway St, London

The instructions are simple and easily understood, the use of colour is imaginative and complements the detailed graphics, while the use of sound does not interfere with the progression through the adventure.

The character set has been redesigned in keeping with the medieval atmosphere and a wolf's head at screen right informs of the book location.

You are in the Kai Monastery learning to become a Warrior Lord when the Darklords destroy everyone. You set off to the capital to warn the King—a dangerous mission, for the Darklords are cruel, giving no mercy.

The game starts with you acquiring combat skills in unarmed combat prior to setting off. Endurance is shown screen right and disappears during a fight. Options are keyed by 1 and accepted by 9, other keys cause movement and so on. The locations are instantly drawn hi-res pictures with tolerable animation.

Combat Skill can be increased by winning fights and Gold Crowns and Backpack Items are collected during the adventure.

Lone Wolf is also available with a book and overlay for £8.95.

T.W.

Instructions	80%
Playability	95%
Graphics	90%
Value for Money	90%



Fire on the Keyboard

Noel Williams tackles Hutchinson's new computer games,
Flight from the Dark and *Fire on the Water*, based on the *Lone Wolf* gamebook series

IT'S GETTING HARDER to make the distinction between computer gamer, wargamer, role-player, adventurer, and reader of fantasy novels. Joe Dever and Gary Chalk have produced something to make the distinction even less clear—the *Lone Wolf* programmed adventure books, which have now been turned into computer adventures.

It's easy to see why computer games have been written. A programmed scenario in book form is only a couple of removes from a computer adventure, as the description 'programmed' tells us. Any competent programmer can turn such a book into a simple game with ease. In fact this is probably the easiest way to write an adventure.

Using a computer to play such a paragraph game has various advantages over the book version. No pages to turn, no risk of losing your place or forgetting the next paragraph number, no need to throw dice or to keep records on scraps of paper. But if you are looking for an interesting computer game you want more than this, especially if the game is based on a book with the same structure and which is a third of the price. Most people would have a shopping list of additions which would include things like 'attractive graphics', 'animation', 'real-time action', 'significant differences from the book in plot', 'use of sound'.

Five Ways Software, the company which programmed the games, clearly knows this and has gone some way towards ticking off all the items on your shopping list. You get real-time combat, illustrations of

each setting, moving characters, and use of sound. However there does not seem to be much in the way of variation from the original books—in fact you can proceed through the programs in many situations by using the book as a reference guide. What variations there are are generally by way of reducing descriptions and missing events out. Occasionally this becomes a real problem. For example in the first four 'paragraphs' of *Fire on the Water* so much has been taken out of the original that you are given no choice at all and have to play through three combats. Unless you start with a well-trained character you stand little chance of surviving this onslaught.

Real-time combat on the Spectrum replaces the combat system of the books. The conflict in the computer versions is the most detailed and novel aspect of the program. You have choice of weapons and choice of tactics, including the psychic modes of Mindblast and Mindshield, and have to move your character to the most advantageous position on screen for striking a particular kind of blow. Movement is only in one plane (left to right) and you cannot change weapons halfway through a fight, but simply remembering which keys govern which tactic makes the contest quite hard. Different weapons add different values to combats and the most effective tactic also depends on the chosen weapon (it's quite hard to stab someone with a mace!). However the Spectrum's keyboard means that timing of blows is haphazard—you never know if a particular keystroke has

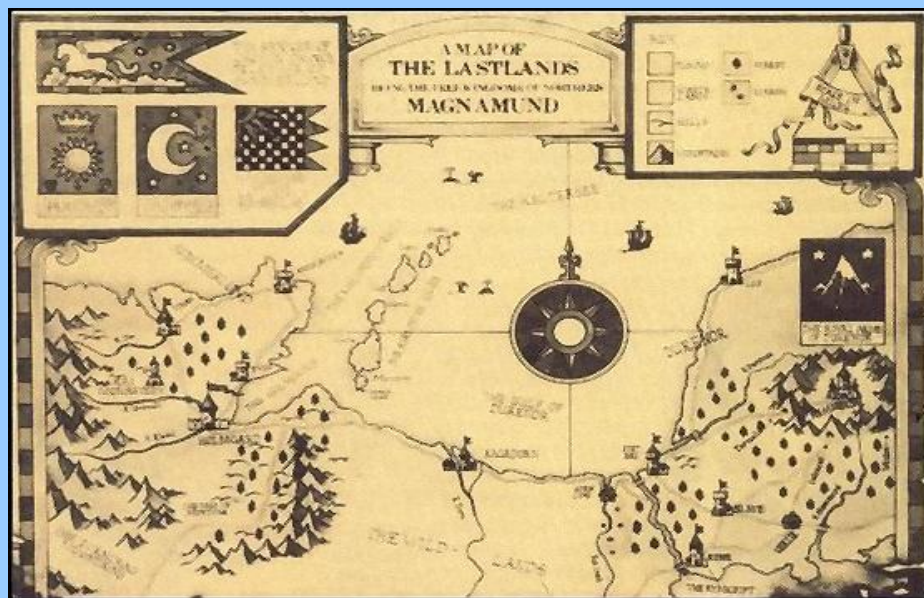
led to a particular blow and I found that sometimes my blows were 'queued' so that the figure went on striking even when my fingers were not on the keyboard.

Nor is the feedback of effects during combat all that it might be. You do not get the usual constantly-updated stats on performance. Instead your own Endurance and Combat Skill are represented by two green thermometer-like columns. When the liquid in Endurance has run out, you are dead. As for the monsters, they sometimes indicate weakness by adopting slightly crumpled postures, but in other cases you have no real idea if you are doing the right thing or not.

The combination of these devices means that combat feels more haphazard than it probably is. In practice you tend to bash away at the keys in no particular order (because you have no indication of which does best) until your Endurance gets low, when you attempt to retreat (and, if you are like me, you hit the wrong key only to find that you have killed the monster by mistake). It seems a little silly to design a complete system which the player is totally ignorant of.

Another novelty is that, instead of being given a character to start with who has pregenerated skills, you must undergo a training session to establish your basic skill. This takes the form of a fight with one of the elders. Apart from the report at the end of the fight you do not get a good indication of how well you are doing and the whole business is a little mystifying the first time round, but it is quite a good idea and works well once you know what is supposed to be happening.

The graphics themselves are somewhere between *The Hobbit* and *Valhalla*. They certainly offer no major advances on previous games. The backgrounds are rather better than those in *The Hobbit* with a better use of colour and some shading. Some are more imaginative but others less well drawn than *Valhalla*. The moving figures are less convincing than *Valhalla's* despite being better drawn and on a larger scale. The silliest thing is the way that your own character hops around the place on a single leg. The other leg is supposedly hidden by a cloak but the visual effect resembles an amputated Kermit imitating Little Red Riding Hood. On the other hand some of the monsters are quite well done, and the combat sequences produce some credible combinations of hacking and slashing. However, our copy was a pre-production model and we are told some of the weaker graphics may change by the final version.



You play through the non-combat stages in the game using five keys. Each time you move to a new paragraph (usually a new location) the screen wipes and you have to wait for a few boring minutes whilst your character and any others wander onto the screen. A description then scrolls up on the lower part of the screen. To repeat the description press key 2. This may be necessary as some descriptions are too long for the screen and you may forget to press <Space> to pause the scrolling. As usual with paragraph games the descriptions have the irritating habit of telling you what you want, what you decide and what you are going to do now.

However in most situations there are several choices of action. Pressing key 1 cycles through each of these in turn. When you arrive at the one you want you press 9 and that calls up the appropriate response, which in most cases will be a new location and a new description. This is quite a good system, easy to use. My three-year-old son could manage it and play the game in a limited way though, of course, the rest of the game is too difficult for such a young child. Drawbacks with the system are that even in cases where you only have one choice you still have to use the system to advance to the next screen and, if you 'Take the sword' you automatically drop the axe, so you are immediately given the option to 'Take the axe'.

The final control key gives you an inventory of objects carried. This is sometimes important because once I found I was carrying various gold pieces, presumably taken from a recently deceased sailor though no message told me that I had them so it appears you can acquire objects without your knowledge.

As you might expect from other single key systems there is little to do by way of control in this game. In addition, because the computer version is a cut-down version of the book, you have fewer choices in particular situations. This is not to say that the games are short. They aren't. But they will mainly be attractive if you like real-time action, description and plenty of half-screen graphics. If you are looking for extensive tactical decisions, complex puzzles to solve or intelligent characters (à la *Valhalla* and *The Hobbit*), you will be disappointed.

I am not sure if these games are likely to be successful or not. Certainly the screen presentation is attractive and the system is simple enough to be easily understood yet complex enough to interest many youngsters. But they are not better than any of the popular adventures and can be seen as a retrogressive step because they stick so closely to the rigid paragraph structure. No one who likes detailed puzzle adventures will look twice at them. But as Christmas stocking fillers for eleven-year-olds, which is where the market for programmed fantasy books seems to be, they will probably be ideal. They are creditable, professional, and attractive, if limited, games.

Lone Wolf

The first is the *Lone Wolf* series for the Spectrum, though I imagine that there will soon be similar offerings for other machines. There are two games in the series so far – *Flight from the Dark* and *Fire on the Water*. Both titles offer excellent animated graphics and a very unusual format.

The cassettes come either on their own or with an accompanying book that gives some idea of what to expect from the games themselves. The books are split up into numbered sections each of which contains a stage in the development of the plots. I say 'plots' rather than 'plot', because the story changes as you read.

This is because whenever you come to a crucial point in the story, you have to make a decision. Depending on the decision you make, you are then

directed to another numbered section where you continue reading.

This of course is very much like playing an adventure game on a computer, so it's only natural that Arrow, the publishers, have decided to offer a game as well.

The format is as follows – there's a graphics screen surrounded by an attractive border and a scrolling text window below. You place a keyboard overlay on top of your Spectrum. The storyline scrolls on the screen, and whenever you have to make a decision you press the appropriate key and the program jumps to the next stage of the story.

There are also extensive fight routines, requiring diligent pressing of Parry, Thrust, Chop, and Swipe keys. Your fighting skill and energy are monitored on the screen, and when you run out of energy *Lone Wolf* (that's you) bites the dust.

The fight sequences are well-animated, and after a couple of hours playing I decided that there really was a tactical element which made them much more satisfying than the usual 'You-stab-the-Dire-Wolf' routines that other games tend to offer.

Flight from the Dark and *Fire on the Water* are consecutive games, and a character developed in the first can be loaded into the second ready for action.

So what's different about these games? The first thing to notice is that the program itself dictates your movements. For instance, you can't type in 'Go West' unless that was presented to you as an option to be selected. In this respect the game is more limited than a traditional adventure.

However, all the space saved by the absence of complex 'parsing' routines (the bits of the program in a normal adventure that scan your inputs and generate appropriate responses) means

more room for graphics and animation. There is still a good deal of scope for the player to shape the game – you can sometimes run away rather than fight. You can choose your own routes to your destination, and investigate a number of dead-ends, some of which are more rewarding than others.

The White Wizard gives these games the thumbs-up and looks forward to more along the same lines. They are very different in feel to the traditional text/graphics games, but I think they have a value all of their own.

It is, incidentally, worth getting the books as well as the games – you can then use them as crib sheets if you find the going too tough!

The Prince

If you think *Lone Wolf* sounds different, wait 'til you get a LOAD of the next game – an interactive program for four players from CCS called *The Prince*.

QUEST

Corner

Our man with the brass lamp and the key to a thousand mysteries sheds light on new adventure programs. Lost? Never fear, Hugo North is here.

Flight from the Dark

48K Spectrum
£8.85

Five Ways Software

BASED ON the popular *Lone Wolf* role-playing books comes a new series of adventure programs. The first two are *Flight from the Dark* and *Fire on the Water*. They are superb.

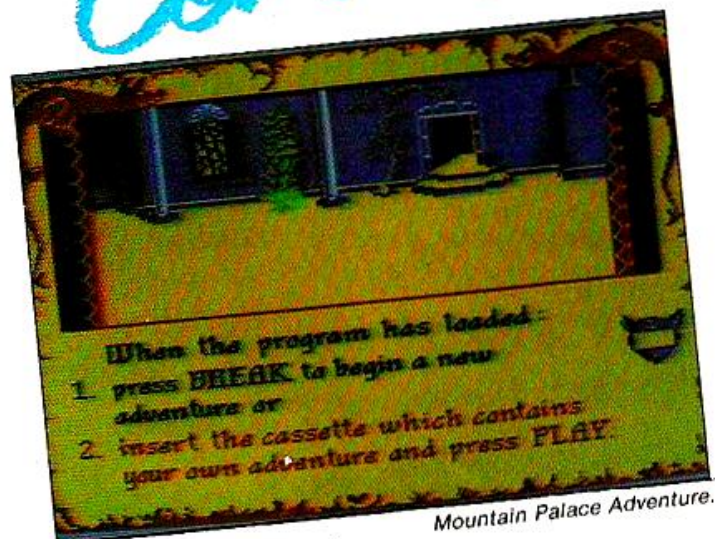
The games are a mixture of beautifully presented text and graphics, the latter being cleverly animated. Each adventure starts in the same way: you train as a Kai Lord to develop fighting prowess and endurance before setting out on your quest. As you progress through the adventure, you are able to call upon, learn about, and develop many other Kai Disciplines. These special abilities include Sixth Sense, Healing, Tracking, Weapon Skill, Animal Kinship, telekinesis, Mindshield, and Mindblast.

In *Flight from the Dark*, your mission is to wreak vengeance on the Darklords for the massacre of the Kai Warriors. You are the last of the Kai—you are now the Lone Wolf.

During your journey, you will be able to use any weapon you find or may choose to fight with your bare hands. Once in combat, a number of movements are at your disposal. You can step forwards or backwards, chop, swipe, thrust, parry, and use your Mindshield and Mindblast powers. If all else fails, you can always run away!

The screen display, magnificently framed and looking like a parchment, is divided into two, the top half showing an imaginative and colourful scene, the bottom half being used as a scrolling text area.

Commands are given by selecting an option from one of several given at each stage. Lone Wolf, whom you guide through the adventure, is an impressively animated cloaked figure. When he leaves one scene and enters another, you may select from the options as soon as he stops walking.



Mountain Palace Adventure.

Once in combat, you are fully in control. To help you learn the single-key commands, a keyboard overlay is provided.

The game comes complete with the paperback, although the latter is not essential for playing the game. However, the book does contain greater detail. To assist you, the program provides the scene reference number so you can look it up in the book if you wish. A great idea and extremely well implemented, the scene number appears in the head of a bull to one side of the screen.

A great deal of thought and professionalism has gone into the making of these games. For example, as well as being able to save the game at any one of many stages—a cassette symbol always appears as a reminder—you can also save and transfer your Lone Wolf character from one game to another in the series.

While the books are very entertaining in their own right, the programs are even better. Everything about these games reeks of quality, from the presentation of the text to the excellent graphics, from the clarity of the instructions and the cassette inlay right down to the provision of an overlay. Super stuff—can't wait for the next ones!

Flight from the Dark & Fire on the Water Adverts

**From the rear of *Flight from the Dark and Fire*
on the Water Sparrow Books 1st Editions:**

LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 will be available in *September 1984*, for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software will be available in bookshops and computer stores as a book-plus-cassette package. The cassette-only version can be ordered directly from the publishers at £5.95 each (includes VAT, postage and packing).

Send your order and cheque/postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17-21 Conway Street, London W1P 6JD.

State clearly which program you require and allow 14 days for delivery.

From the rear of *The Caverns of Kalte and The Chasm of Doom* Sparrow Books 1st Editions:

LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software will be available in bookshops and computer stores as a book-plus-cassette package. The cassette-only version can be ordered directly from the publishers at £6.95 each (includes VAT, postage and packing).

Send your order and cheque/postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17-21 Conway Street, London W1P 6JD.

State clearly which program you require and allow 14 days for delivery.

**From the rear of *Shadow on the Sand Beaver*
Books 1st Edition:**



LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software is available in bookshops and computer stores as both a book-plus-cassette and cassette-only package. These versions can be ordered directly from the publishers at £8.95 and £6.95 respectively (includes VAT, postage and packing).

Lone Wolf 3, *The Ice Halls of Terror*, based on *The Caverns of Kalte*, is available in bookshops and computer stores in the cassette-only version for both the Sinclair ZX Spectrum and the Commodore 64. You can also order them direct from the publishers at £9.95 each (includes VAT, postage and packing).

Send your order and cheque/postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17-21 Conway Street, London W1P 6JD.

State clearly which program you require and allow 14 days for delivery.

**From the rear of *Grey Star the Wizard*
Beaver Books 1st Edition:**



LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software is available in bookshops and computer stores as both a book-plus-cassette and cassette-only package. These versions can be ordered directly from the publishers at £8.95 and £6.95 respectively (includes VAT, postage and packing).

Lone Wolf 3, *The Ice Halls of Terror*, based on *The Caverns of Kalte*, is available in bookshops and computer stores in the cassette-only version for both the Sinclair ZX Spectrum and the Commodore 64. You can also order them direct from the publishers at £9.95 each (includes VAT, postage and packing).

Send your order and cheque/postal order, made payable to Century Communications Ltd, to: Century Communications Ltd, Brookmount House, 62-65 Chandos Place, London WC2N 4NW.

State clearly which program you require and allow 14 days for delivery.

From the rear of *The Forbidden City Beaver*
Books 1st Edition:



LONE WOLF SOFTWARE

Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

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Send your order and cheque/postal order, made payable to Beaver Books, to: Beaver Books, Brookmount House, 62–65 Chandos Place, London WC2N 4NW.

State clearly which program you require and allow 14 days for delivery.

Competition from the rear of *Shadow on the Sand* Beaver Books 1st Edition:

Are you a Kai Master?

IF YOU ARE, YOU CAN WIN A FABULOUS

Sinclair ZX Spectrum 48K

AND ALL THE

Lone Wolf software!

The questions below are taken from the first five Lone Wolf books by Joe Dever and Gary Chalk. They are not necessarily in chronological order! All you have to do is answer them correctly and complete the slogan below. The winner will be the person with five correct answers *and* the most original slogan.

The competition is open to all readers in the United Kingdom (excluding Northern Ireland). There will be three age groups: ten and under; eleven to fourteen; and fifteen and above. The overall winner will be the lucky recipient of the computer and software. The winner of each age group will receive all copies of the Lone Wolf books (including the new series—The World of Lone Wolf) published since July and to be published in the future, signed by the authors, *and* a Lone Wolf T-shirt. Two lucky runners-up from each age group will also receive Lone Wolf T-shirts.

Send your answers, together with your slogan and the coupon cut from this page, to: THE KAI MASTER COMPETITION Children's Paperbacks, 17–21 Conway Street, London W1P 6JD, remembering to give your name, address, age and T-shirt size (XS, S, M, L, XL) clearly. The competition closes on 31 December 1985 and winners will be notified by post. (If you would like the answers and results of the competition, please enclose a stamped, addressed envelope.)

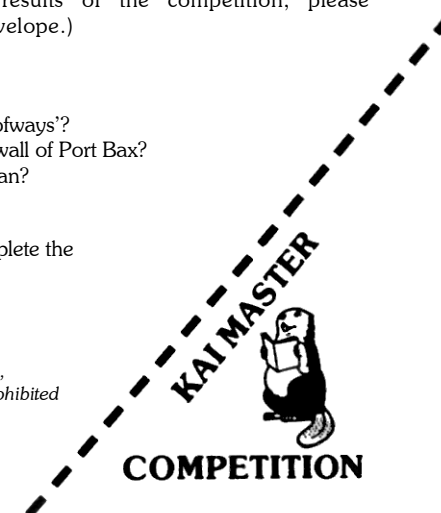
The Kai Master Questions:

1. What colour is Calacena?
2. Who forbade the use of 'the roofways'?
3. What is unusual about the city wall of Port Bax?
4. What does 'Tasa-Dophiem' mean?
5. What is Banesh?

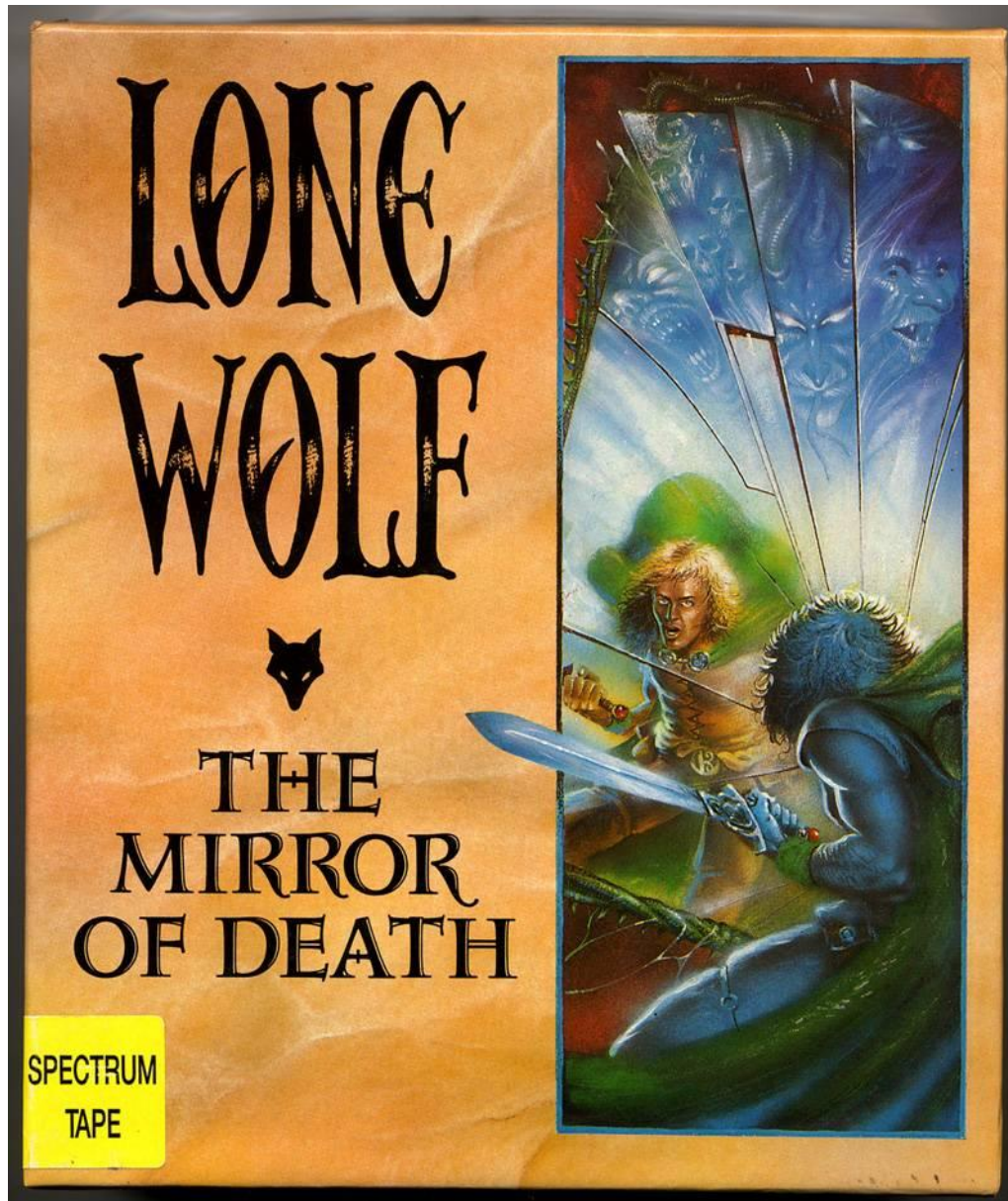
In no more than twenty words, complete the following slogan:

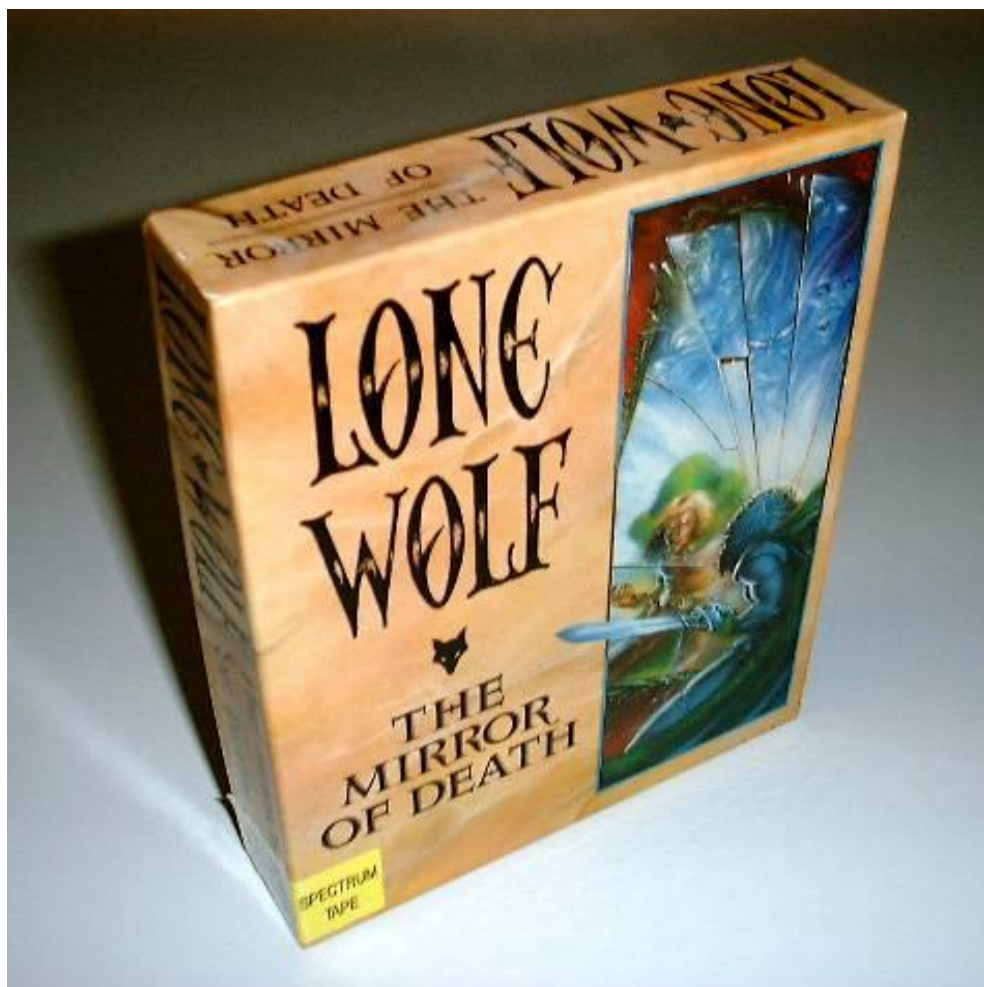
I LIKE THE LONE WOLF BOOKS
BECAUSE...

(Employees of, or anyone associated with, the Hutchinson Publishing Group, are prohibited from entering this competition.)



Lone Wolf—The Mirror of Death Cover






SPECTRUM 48K / 128K

SU The GREAT 8

PRIZE GAME OF THE CENTURY!!



LONE WOLF
The Mirror of Death

MAGNETIC MOON PART 3
The Final Conflict

Multiface Enhancer - Expand your Multiface
Font Design Utility - Design your own Fonts
Terminate - Blast 'em all!!
Music Demo 3 - More scrolling Music madness

PLUS!!! TIPS AMAZING
POKEMANIA

A LONE WOLF
FONT DESIGNER
MULTIFACE ENHANCER
POKEMANIA

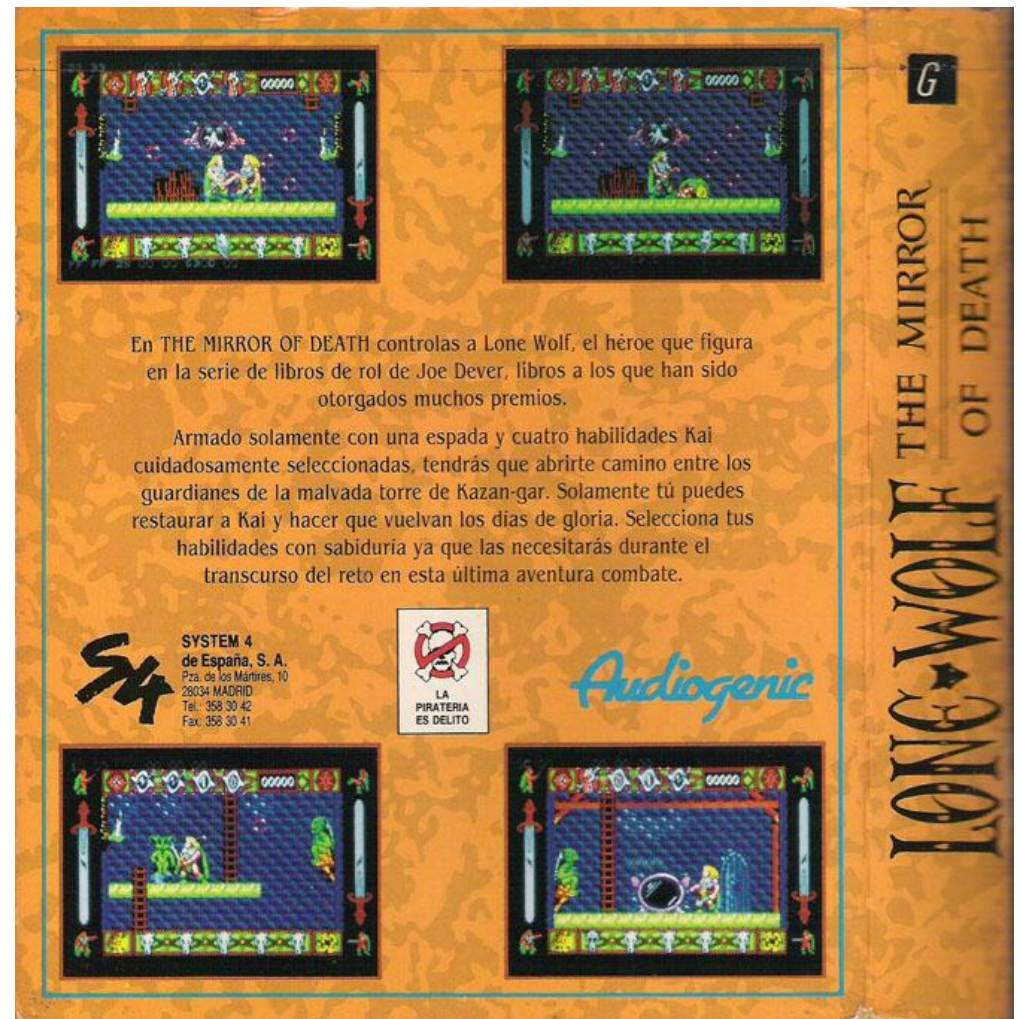
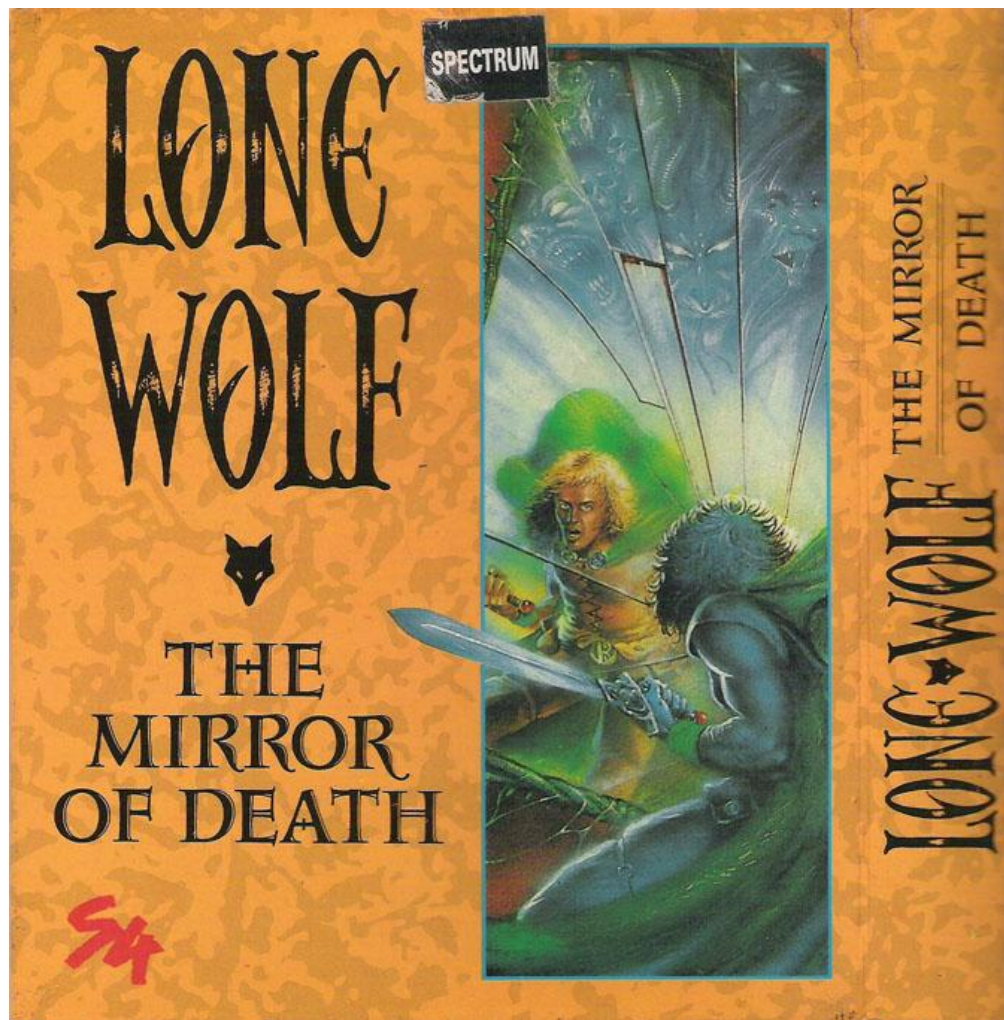
B MAGNETIC MOON 3
TERMINATE
MUSIC DEMO 3
TIPS AMAZING

This tape should load on all machines in 48K mode unless individual titles are specified as 128K. If your tape is faulty, return it to the address on the Great 8 Page.

8 July '92

20

Spanish Covers



LONE WOLF – THE MIRROR OF DEATH

INTRODUCTION BY JOE DEVER

You are the warrior Lone Wolf, last of the Kai Masters of Sommerlund, and sole survivor of the massacre that destroyed your kinsmen during a bitter war against your ancient enemies – the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of divine power, known as the Lorestones of Nyxator. On discovering them he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and experiences in a great tome entitled *The Book of the Magnakai*. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the ages to come.

However, your diligent study of this ancient book has enabled you to master only four of the eight Magnakai Disciplines. To fulfil your pledge you must complete the quest first undertaken by Sun Eagle over one thousand years ago, and rediscover the Lorestones of Nyxator. By doing so, you too will acquire the power and wisdom of the Magnakai!

Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi – the magicians who aided Sun Eagle on his quest long ago. There you learn that one of the seven Lorestones can be found in Dessi, hidden high in a forbidding tower stronghold known as Kazan-Gor. In the years since Sun Eagle first came to Dessi the tower of Kazan-Gor has become the abode of a great but evil sorcerer called Gorazh. The Elder Magi, realising the danger of Gorazh's increasing power, tried to destroy the tower of Kazan-Gor, but they failed. In desperation they constructed a prison of energy around the tower to prevent Gorazh from ever escaping.

Although Gorazh was trapped, he swore an oath of vengeance on the Elder Magi of Dessi. If he could not escape from Kazan-Gor then he would ensure that no one who entered would ever escape alive! The Lorestone would remain with him in his granite tomb for all eternity, thereby preventing the Order of the Kai from ever being restored, and in consequence, sealing the fate of both Sommerlund and Dessi who would be sure to fall to the mighty armies of the Darklords of Helgedad.

Gorazh devoted the remainder of his years constructing traps and sorcerous devices to protect the Lorestone. The most fearsome and powerful of these was known as Dhazag-Oud, which means 'The Mirror of Death'. Over the centuries many brave warriors and courageous magicians have sought to recover the Lorestone, but none has ever returned. Those who had the sense to turn back at the last minute tell chilling tales about the mirror, of how it reflects a powerful magical entity, a being of pure evil that takes on the appearance of its opponent.

When you, Lone Wolf, resolve to enter Kazan-Gor to retrieve the Lorestone the Elder Magi rejoice, for if you were to succeed it would dispel the evil power of Gorazh's spirit which has haunted the tower ever since his death.

Now the time for counsel has passed, and the time for decisive action is upon you. Grim news from the west prompts the Elder Magi to arrange for your immediate passage to the tower of Kazan-Gor. As a final gift they bestow upon you words of power to use against the mirror.

“Take these words, Lone Wolf,” says Rimoah, speaker for the High Council of the Elder Magi. “They will not destroy the demon within Dhazag-Oud, but they will split its power. Strike the centre of the mirror as you speak them. Every shard of the shattered mirror will present a foe, but they will be weaker and easier to defeat than the demon in its entirety.”

At that, the members of the High Council arise from their seats and turn to face you. No sound reaches your ears, yet the words of their blessing reach your mind.

“May the Gods Ishir and Kai protect you on your journey into darkness, Lone Wolf.”

LOADING THE GAME

Atari ST / Amiga

Insert the disk in the internal drive and reset the computer. Leave the disk in the drive.

IBM or compatibles

Insert the disk (disk 1 if there are two disks), type **LW** and press **Return**. Leave the disk in the drive unless otherwise instructed by the program. Additional information (if any) will be included in a file called **README.TXT**. To view the file enter the command **TYPE README.TXT**.

Commodore 64

To load from tape hold down the shift key and tap **Run/Stop**. Disk users should type **LOAD":*",8,1** and press **Return**.

Spectrum

To load the 48k version type **LOAD""** and press **Enter**. If you have a 128k machine use the loader.

Amstrad CPC

Type **RUN"LW"**.

MSX

Type **BLOAD"CAS":,R** and press **Return**.

HOW TO PLAY

The game begins inside the fortress of Kazan-Gor. You, Lone Wolf, have followed the advice offered by the High Council and smashed with your mighty sword the mirror known as Dhazag-Oud – The Mirror of Death. As Rimoah foretold, the mirror shattered, then seven unearthly creatures arose and took refuge within the towers, each armed with a shard from the mirror fashioned in the shape of a sword.

The power of the mirror is such that when the creatures take human form to fight in mortal combat they appear as images of your darker self – what greater challenge could there be? Only you, Lone Wolf, have the power to destroy for ever the power of the mirror. Succeed and your prowess as a warrior of the Kai will be known throughout Sommerlund, even unto the lands beyond. Fail, and the mirror will reassemble, triumphant to have claimed yet another victim.

You can play using a joystick, or using the computer keyboard. Before the game starts you should select the four Kai Skills that you consider will be most valuable in your quest. Choose unwisely and your task will prove a dozen times more difficult; choose well and the power of the Kai will travel with you on your dangerous journey. Call upon the Kai Skills that you select by pressing the number keys (function keys on the C64).

KAI SKILLS

Psi Surge

Over the centuries the Kai evolved the ability to transmit a mental force that would stun or even temporarily paralyse a foe. Use this force sparingly, because it will drain your psychic energy. Beware opponents who have the power of *Mindshield* – to use *Psi Surge* against them will not only prove useless, it may also prove fatal.

Mindshield

The Kai developed the skill of *Mindshield* as a defence against *Psi Surge*, in case it should ever fall into the wrong hands. Indeed, as the demons that guard Kazan-Gor can take the form of a Kai warrior, so can certain of them call upon the Kai skill of *Psi Surge*.

Animal Kinship

You were wisely named, Lone Wolf, for it is within your abilities to create within the mind of your enemy the vision of a wolf so terrifying that he will be transfixed to the spot.

Invisibility

No weapon can confuse your enemies more than the ability to become invisible. By moving quickly and striking first from one side then the other, you can fill your foe with fear and confusion as he strikes out randomly at his unseen opponent.

Sixth Sense

Without the skill of *Sixth Sense* you may find that you become lost within the fortress.

Divinity

Just as you may become invisible, so may certain of the demons. This skill allows you to divine the presence of a demon who would otherwise be hidden from your sight.

Weapon Skills

This skill allows you to wield your sword more quickly and effectively.

Healing

The power of healing is a valuable skill that will, if you choose to take it with you on your quest, allow you to recover more quickly from injury or exhaustion.

NOTE: There is a limit to how often and for how long you can make use of any skill. Ensure that you use them wisely.

SEVEN DEMONS – SEVEN BATTLES

Within the fortress there are seven demons, each drawing power from a shard of the mirror, and each guarding a key position. You must triumph in battle against each demon in turn, making the best use of your Kai Skills and swordsmanship.

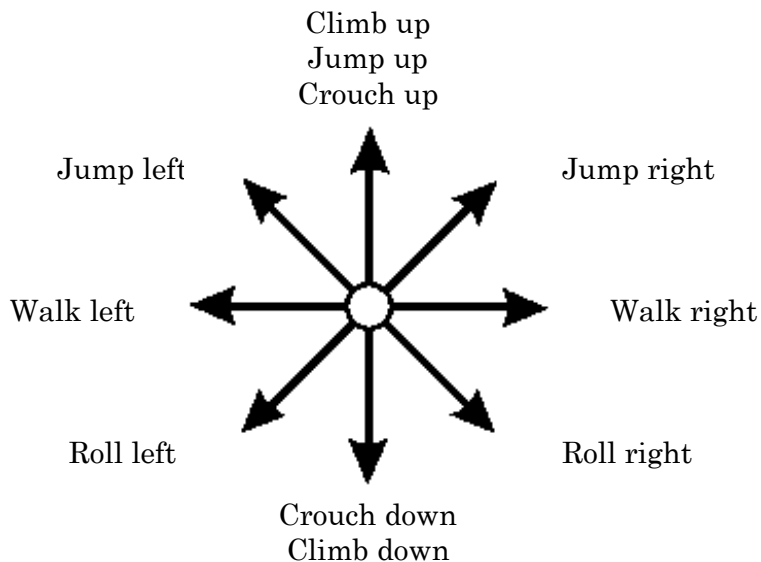
Only if you take with you the skill of *Sixth Sense* will you know unerringly which way to turn when you have a choice of routes. Otherwise you must guess as best you can the path you must tread to meet your next opponent.

ENDURANCE

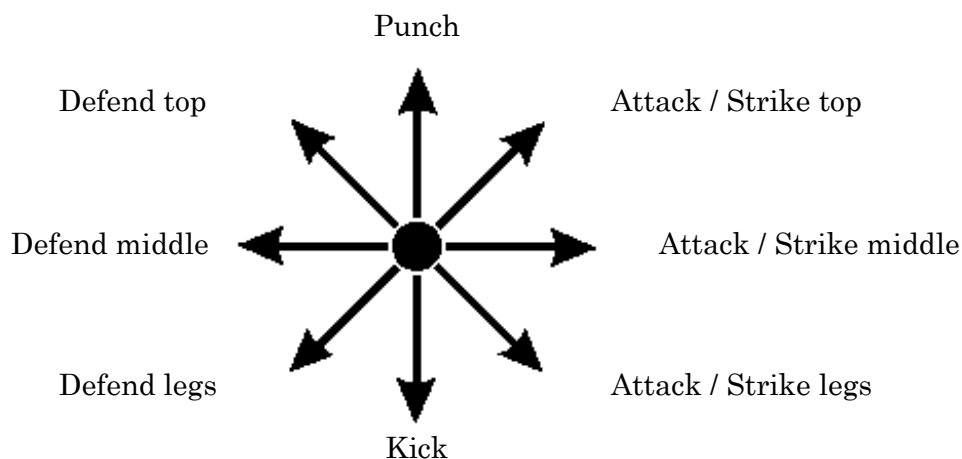
Your Endurance is represented by four wolf heads displayed at the bottom of the screen. When one of the heads turns to a wolf's skull it signifies that you have lost one-quarter of your Endurance. If you choose as one of your Kai Skills the power of Healing you can use it to restore your Endurance by the equivalent of one wolf's head, but only when one of the seven demons is present.

CONTROLS

Control Lone Wolf using a joystick, or the equivalent keys: **S** (Up), **X** (Down), **B** (Left), **N** (Right), and **Space** (Fire). On the Amstrad you can also use the cursor keys. Press **P** to pause the game, or **Q** to quit. On the spectrum press **M** to toggle between monochrome and colour displays if required.



When you are in combat, hold the fire button and use the joystick to use the moves shown below (if you are facing left the moves are reversed):



HINTS AND TIPS

- Kill if you can the strange and vicious birds known as Krows. You'll find that they drain your energy if you don't.
- If you count the missiles that the Gargoyles spit out you can work out when it is safe to pass.

THE GREAT

The SU Great 8 is here again with one of the best ever cover giveaways and Prize Game. This month's Prize Game, Lone Wolf, received an SU Gold just over a year ago and it's still a very playable and exciting title. The action simply never seems to end as you battle it out against the demons of the dark realms. The password, although still cryptic, is certainly more obvious than last month's. So come on, get your brains in gear! The third part of Magnetic Moons is featured along with another scrolling shoot 'em up Terminate. Tips Amazing, Pokemania and the SU Music Demo are of course all there too, while on the utilities front we've got a font designer and a Multiface customiser...

Truly amazing.



SU MEGA PRIZE GAME!!!

Lone Wolf

THE MIRROR OF DEATH

In this game you play the warrior Lone Wolf, last of the Kai Masters of Sommerlund, and the sole survivor of a massacre that destroyed your kinsmen during the bitter war against your ancient enemies – the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of divine power, known as the Lorestones of Nyxator. On discovering them he unlocked the wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and experiences in a great tome entitled The Book of the Magnakai. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the ages to come. However, your diligent study of this ancient book has enabled you to master only four of the eight Magnakai Disciplines. To fulfill your pledge you must complete the quest first undertaken by Sun Eagle over one thousand years ago, and rediscover the Lorestones of Nyxator. By doing so, you too will acquire the power and wisdom of the Magnakai!

You learn that one of the seven Lorestones can be found in Dessi, hidden

high in a forbidding tower stronghold known as Kazan-Gor. Over the years since Sun Eagle first came to Dessi the tower of Kazan-Gor has become the abode of a great evil sorcerer called Gorazh. The Elder Magi, realising the danger of Gorazh's increasing power, tried to destroy the tower of Kazan-Gor, but they failed. In desperation they



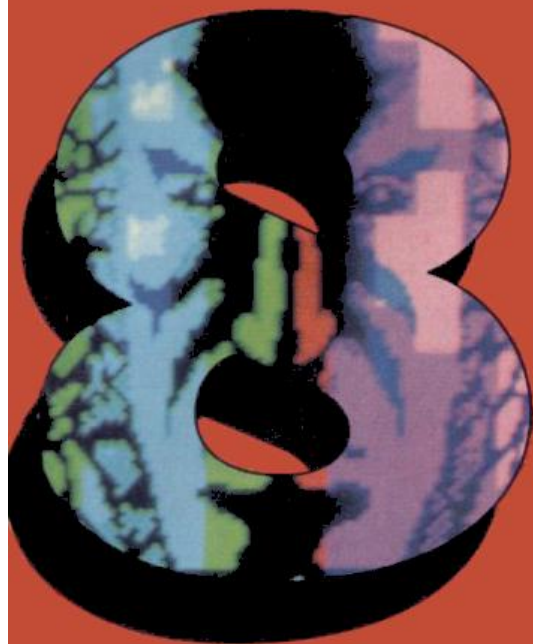
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Grim news from the west prompts the Elder Magi to arrange for your immediate passage to the tower of Kazan-Gor. As a final gift they bestow on you words of power to use against the mirror. "Take these words, Lone Wolf", says Rimoah, speaker for the High Council of the Elder Magi. "They will not destroy



THIS MONTH'S CRYPTIC PASSWORD CLUE IS: GO CLIMBING WITH JACK, AND 'THE' IN GERMAN.

If you simply can't figure out the password then try phoning our Prize Game Hotline on the following number.

CONTROLS

Control Lone Wolf using a joystick, or the equivalent keys.

S (Up) B (Left)
X (Down) N (Right) SPACE (Fire)

Press P to pause the game, or Q to quit. On the Spectrum use M to toggle between monochrome and colour displays if required. When you are in combat, hold down the fire button and move the joystick to use the special attack moves. These are:

Back / Down (Defend Legs)
Back / Centre (Defend Middle)

Back / Up (Defend Top)
Up (Punch)
Down (Kick)
Forward / Up (Attack Top)
Forward / Centre (Attack Middle)
Forward / Down (Attack Bottom)
Lone Wolf is this month's Prize Game which means that you'll have to figure out SU's Prize Game Password and answer the correct password when the prompt comes up on the screen. If you enter the wrong password the program will deny you access to the game. As usual you can either wrack your brains for the answer, wait until next month when we'll print the answer or, if you can't stand the suspense, phone our password phoneline, listed below where you will get assistance with the clue and, if you want it straight away, the answer.

0839 500 819

Calls are charged at 36p per minute cheap rate and 48p at any other time. Calls should last for one or two minutes. Always remember to ask permission if you don't pay the phone bills.

the demon within Dhazag-Oud, but they will split its power. Strike the centre of the mirror as you speak them. Every shard of the shattered mirror will present a foe, but they will be weaker and easier to defeat than the demon in all its entirety.'

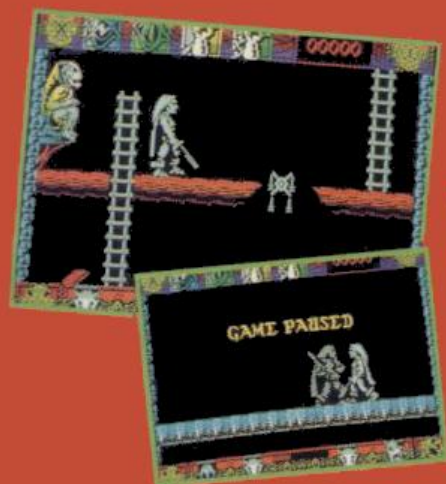
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Only if you take with you the skill of Sixth Sense will you know unerringly which way to turn when you have a choice of routes. Otherwise you must guess as best you can the path you must tread to meet your next opponent. Your character's Endurance is represented by four wolf heads displayed at the bottom of the screen. When one of the heads turns to a wolf's skull it signifies that you have lost one-quarter of your Endurance.

IMPORTANT: WHEN LOADING LONE WOLF STOP THE TAPE AS SOON AS THE 'ENTER PASSWORD' MESSAGE APPEARS ON SCREEN. IF YOU ENTER THE CORRECT PASSWORD THE SCREEN WILL FLICKER AND YOU CAN CONTINUE TO LOAD LONE WOLF.

SPANISH INSTRUCTIONS (System4 Release)

LONE WOLF—THE MIRROR OF DEATH

INTRODUCCION POR JOE DEVER

Tú eres el guerrero Lone Wolf, el último de los maestros Kai de Sommerlund y el único superviviente de la masacre que destruyó a todos tus parientes durante una amarga guerra contra tus antiguos enemigos, los Darklords of Helgedad.

Han transcurrido muchos siglos desde que Sun Eagle, el primero de tu especie, estableció la Orden de Kai. Ayudado por los magos de Dessi completó la peligrosa prueba de encontrar siete cristales con poderes divinos, llamados Lorestones of Nyxator. Escribió que al descubrirlos liberó la sabiduría y la fuerza que había entre las piedras Lorestones y él. Recordó la naturaleza de sus descubrimientos y experiencias en un gran tomo que tituló *The Book of the Magnakai*. Tú has descubierto este tesoro perdido Kai y has prometido restaurar Kai a su anterior gloria, y con ello asegurar la seguridad de tu país en los siglos venideros.

Sin embargo, tu diligente estudio de este libro antiguo te ha permitido dominar sólo cuatro de las ocho disciplinas Magnakai. Para completar tu promesa tienes que completar la primera prueba que llevó a cabo Sun Eagle hace más de mil años, y volver a descubrir las piedras Lorestones of Nyxator. Al hacerlo adquirirás el poder y sabiduría de Magnakai.

Tu búsqueda te ha llevado lejos de tu país natal del norte. Siguiendo los pasos del primer gran maestro Kai, viajarás hacia Dessi y buscarás la ayuda del mago más mayor, los magos que ayudaron a Sun Eagle en su búsqueda hace mucho tiempo. En Dessi averiguarás donde se encuentra una de las siete piedras Lorestones. Está oculta en lo alto de una torre prohibida llamada Kazan Gor. Desde el año en el que por primera vez Sun Eagle visitó Dessi, la torre de Kazan-Gor es el dominio de un gran, pero malvado, hechicero llamado Gorazh. Los magos más mayores, dándose cuenta de que la fuerza de Gorazh iba en aumento, intentaron destruir la torre de Kazan Gor, pero fallaron en el intento. En su desesperación constituyeron una prisión de energía alrededor de la torre para evitar que Gorazh pudiese escapar.

Aunque Gorazh estaba atrapado, juró venganza a los magos mayores de Dessi. Si él no podía escapar de Kazan Gor, él se iba a asegurar que nadie que entrase pudiese escapar con vida. La piedra Lorestone permanecería con él en su tumba de granito durante toda la eternidad, y con ello evitaría que la Orden de Kai fuese restaurada y como consecuencia, sellando el destino de ambos Sommerlund y Dessi que sucumbirían bajo los poderosos ejércitos de los Dark Lords of Helgedad. Gorazh pasó el resto de sus años, construyendo trampas y artilugios mágicos para proteger la piedra Lorestone. El más temido y poderoso de ellos era conocido como Dhazag-Oud, lo que significa "The Mirror of Death" (El espejo de la muerte). A lo largo de miles de años, muchos guerreros valientes y magos con mucho coraje han intentado recuperar la piedra Lorestone, pero nadie ha vuelto nunca. Aquellos que fueron lo suficientemente sensatos como para volverse en el último minuto cuentan historias escalofriantes sobre el espejo y cómo el mismo refleja una cantidad muy poderosa de energía, un ser malvado que adopta la imagen de su contrincante.

Cuando tú, Lone Wolf, descubras cómo entrar en Kazan Gor para recuperar la piedra Lorestone, restablecerás el júbilo de los magos más mayores. En caso de que tengas éxito dispersarás las fuerzas malignas del espíritu de Gorazh que están vagando en la torre desde su muerte.

Ahora ha terminado el momento de los consejos y ha llegado el momento de la acción. Las noticias del oeste animaron a los magos mayores para que arreglen tu pasaje a la torre de Khazan-Gor. Como último regalo te cubren de palabras con poderes que podrás usar contra el espejo.

"Coge estas palabras, Lone Wolf", dice el portavoz del Consejero de los magos mayores. «No destruirán al demonio dentro de Dhazag Oud, pero resquebrajarán sus poderes. Golpea el centro del espejo según les hablas. Cada trozo del espejo representará a un enemigo, pero serán más débiles y serán más fáciles de vencer que el demonio en su entereza»

Todos los miembros del Consejo se levantan de sus asientos y vuelven la cara hacia ti. No oyes nada pero las siguientes palabras llagan a tus oídos: «Que los dioses Ishir y Kai te protejan en tu viaje a la oscuridad, Lone Wolf».

CARGAR EL PROGRAMA

ATARI ST/AMIGA

Introduce el disco en la unidad interna y resetea el ordenador. Deja el disco en la unidad

IBM O COMPATIBLES

Introduce el disco (el disco 1 si hay dos discos), teclea LW y presiona Return. Deja el disco en la unidad hasta que se te requiera lo contrario por el programa. La información adicional (en caso de que haya alguna) se incluirá en el archivo llamado README.TXT. Para ver este archivo teclea el comando README.TXT.

COMMODORE 64

Para cargar la cinta mantén presionada la tecla Shift y presiona RUN/STOP.

SPECTRUM

Para cargar la versión 48k teclea Load"" y presiona ENTER Si tienes una máquina 128 k, utiliza Loader.

AMSTRAD CPC

Teclea RUN"LW"

MSX

Teclea BLOAD"CAS:".R y presiona Return.

COMO JUGAR

El juego comienza dentro de la fortaleza de Khazan-Gor. Tú, Lone Wolf has seguido las indicaciones del Consejo y has destruido con tu terrible espada el espejo llamado Dhazag Oud, El Espejo de la Muerte. Como predijo Rimoah, el espejo se rompió, aparecieron siete criaturas no terrenales y se refugiaron en las torres, cada una armada con un trozo de espejo con forma de espada.

La fuerza del espejo es tal que las criaturas toman formas humanas para luchar en los mortales combates y aparecen como la imagen de tu yo negativo. ¿Qué reto más grande puede haber? Solamente tú, Lone Wolf, tienes el poder de destruir para siempre el poder del espejo. Logra tu propósito y tu valor como guerrero Kai será conocido por todo Sommerlund. Incluso en los países que están más allá. Falla y el espejo se reconstruirá, triunfante, ya que ha caído otra víctima: tú. Puedes jugar usando un joystick o usando el teclado del ordenador. Antes de que comience el juego deberás seleccionar las cuatro habilidades Kai que consideres serán más valiosas para tu búsqueda. Elígelas sin sabiduría y tu tarea será mucho más difícil; elígelas correctamente y la fuerza de Kai te acompañará durante tu peligroso viaje. Pon en funcionamiento las habilidades Kai que hayas seleccionado presionando las teclas con los números (teclas de función C64).

HABILIDADES KAI

PSI surge (Fuerza PSI)

Durante miles de años, Kai desarrolló la habilidad de transmitir fuerza mental, que aturde e incluso paraliza temporalmente a un enemigo. No abuses de esta fuerza ya que se agotará tu fuerza síquica.

Ten cuidado con los contrincantes que tienen el poder “Mindshield” (escudo mental). Usar la fuerza PSI contra ellos no sólo no te servirá de nada, sino que también puede ser fatal.

MINDSHIELD (Escudo Mental)

Los Kai desarrollaron la habilidad de escudo mental como un arma de protección contra la fuerza (PSI surge) en caso de que cayera en manos inapropiadas. De hecho, ya que los demonios que guardan Kazan Gor pueden tomar la forma de un guerrero Kai, también pueden adoptar sus habilidades.

ANIMAL KINSHIP (AFINIDAD ANIMAL)

Con razón se te llamó Lone Wolf (Lobo Solitario), ya que entre tus habilidades esté el crear en la mente de tu enemigo la visión de un lobo tan terrorífico que se quedará paralizado en ese mismo lugar.

INVISIBILITY (INVISIBILIDAD)

Ningún arma confundirá a tus enemigos más que la habilidad de volverte invisible. Si te mueves rápido de un lado a otro, entonces tu enemigo tendrá miedo y estará confundido mientras intent alcanzar a un contrincante que no ve.

SIXTH SENSE (SEXTO SENTIDO)

Sin la habilidad del sexto sentido encontrarás que te has perdido dentro de la fortaleza.

DIVINITY (DIVINIDAD)

Al igual que tú, los demonios también se pueden volver invisibles. Esta habilidad te permite adivinar la presencia de un demonio que de otra manera estaría oculto.

WEAPON SKILL (HABILIDAD DE ARMAS)

Esta habilidad te permite blandir tu espada mas rápida y efectivamente.

HEALING (CURAR)

La fuerza de curar es una habilidad muy valiosa que te permitirá, si decides seleccionarla, recuperarte rápidamente de una lesión o de un agotamiento.

NOTA: Hay un limite de cuantas veces puedes usar una habilidad y durante cuánto tiempo la puedes usar. Asegúrate de usarlas correctamente.

SIETE DEMONIOS - SIETE BATALLAS

Dentro de la fortaleza hay siete demonios, cada uno obtiene de su trozo de espejo fuerza y cada uno guarda una posición estratégica. Tienes que triunfar en la batalla contra cada demonio haciendo uso de tus habilidades Kai y tu uso de la espada.

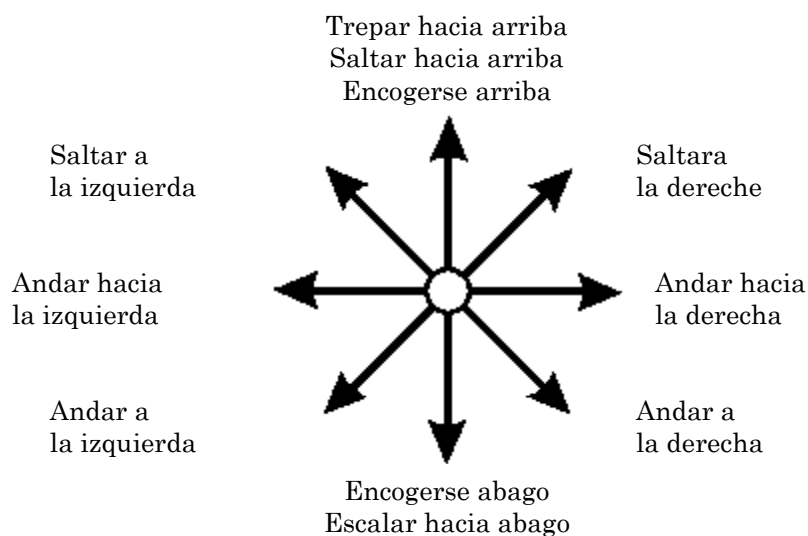
Solamente si llevas contigo la habilidad SIXTH SENSE (sexto sentido) sabrás, sin error alguno qué camino deberás tomar cuando elijas tu ruta. De otro modo tendrás que adivinar lo mejor que puedas el camino que deberás seguir para encontrarte con tu contrincante.

RESISTENCIA

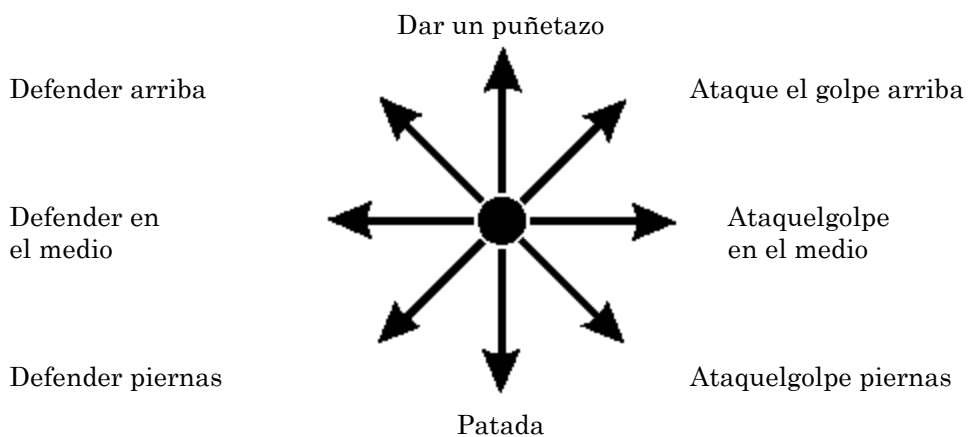
Tu resistencia se representa por medio de cuatro cabezas de lobo que se muestran al pie de la pantalla. Cuando una de las cabezas se convierta en calavera significará que has perdido un cuarto de tu resistencia. Si eliges entre una de tus habilidades la fuerza de HEALING (curar) podrás utilizarla para restaurar tu resistencia en lo equivalente a la cabeza de un lobo, pero sólo cuando esté presente uno de los demonios.

CONTROLES

Controla a Lone Wolf usando un joystick o las teclas equivalentes: S (arriba), X (abajo), B (Izquierda), N (Derecha) y ESPACIO (disparo). Con el ordenador Amstrad también puedes utilizar las teclas de cursor. Presiona P para PAUSAR el juego y Q para abandonarlo. En Spectrum usa la M para cambiar entre monocromo y los displays de colores en caso de que sea necesario.



Cuando estés en la fase de combate, mantén presionado el botón de disparo y mueve el joystick para usar los movimientos que te mostramos más abajo (estás mirando a la izquierda, los movimientos están invertidos).



CONSEJOS

- Mata, si puedes, a los extraños y viciosos pájaros conocidos como Krows. De lo contrario afectarán a tu energía.
- Si cuentas los misiles que lanzan las gárgolas podrás averiguar el momento más seguro de pasar.

SYSTEM 4 de España. S. A.
Plaza de los Mártires, 10 -26094 MADRID
Telfs: 358 30 42 - 358 29 40. Fax: 358 30 41

PREVIEW

MIRROR, MIRROR, ON THE WALL...

Good news for fantasy fans, fabulous fantasy author Joe Dever's latest novel, *Lone Wolf: The Mirror of Death*, is soon to be available on the Speccy from Audiogenic! And not only is Joe Dever a great writer, but he also knows how to invent lots of strange place names like Kazan-Gor, a towering fortress, wherein lies Dhazag-Oud, the Mirror of Death. Bizarre isn't it?!

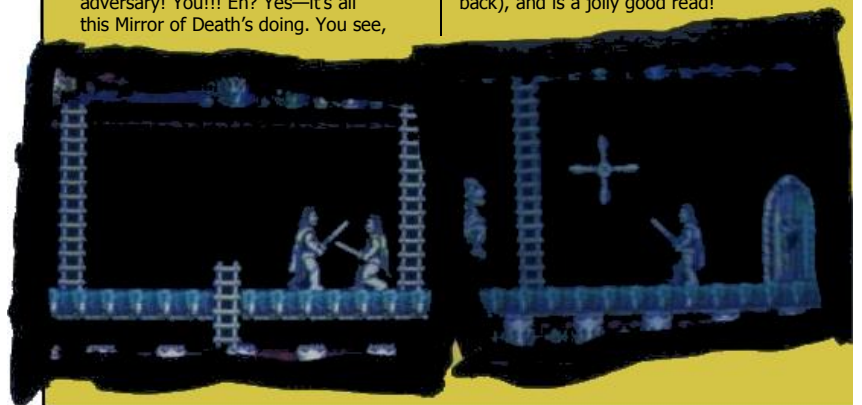
The action for this combat game is set in Kazan-Gor's labyrinthine tower and you, sword in hand, as Lone Wolf. The quest about to begin is the search for the Lorestone, a Kai gem of power which is currently hidden in Kazan-Gor. Lone Wolf must find it, because he is the last Kai Master, and his destiny decrees he must avenge the deaths of the Kai Lords, his ancestors...etc., etc., fantasy, blah, ancient lore, etc.

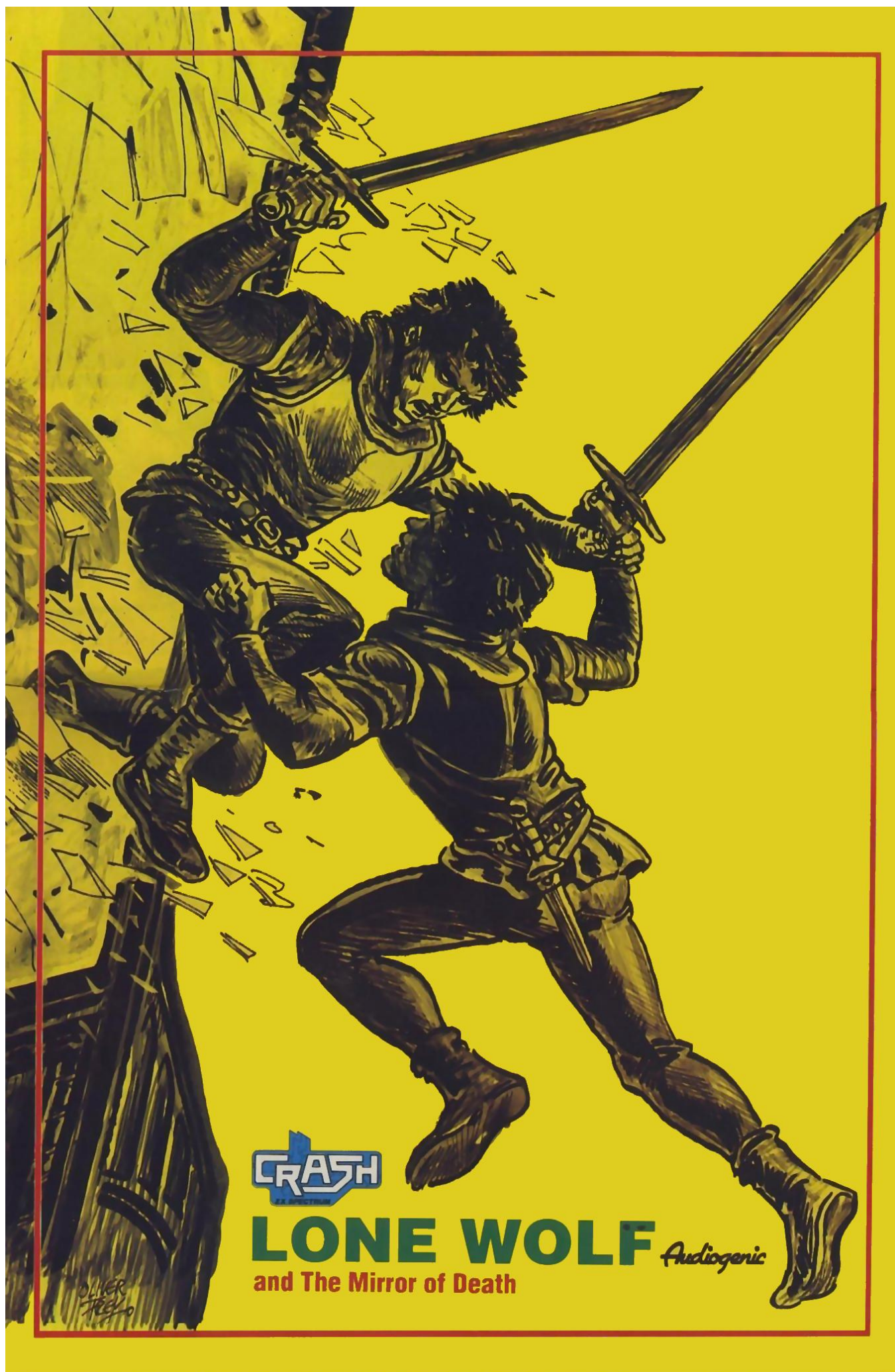
But, the tower is guarded by a fearful adversary! You!!! Eh? Yes—it's all this Mirror of Death's doing. You see,

when you enter the Tower in search of the Lorestone, the Mirror of Death creates its own defender—a complete mirror image of you! And the image has one purpose—to defeat its originator!

Audiogenic are promising a superb action-packed arcade game. Playing *Lone Wolf*, you're armed with a sword and four chosen Kai Skills. Battle your way up the tower to the stronghold of Dezan Groez, fighting fire-spitting gargoyles, jumping death pits, and defeat the Mirror's warrior!

It all sounds terribly exciting, and the graphics look rather swell and, basically, we just can't wait to play it for real!! *Lone Wolf—The Mirror of Death* is released any time now and costs £9.95 on cassette and £14.95 on disk. The book from which the game is taken is out in Beaver Books (£2.50, paperback), and is a jolly good read!

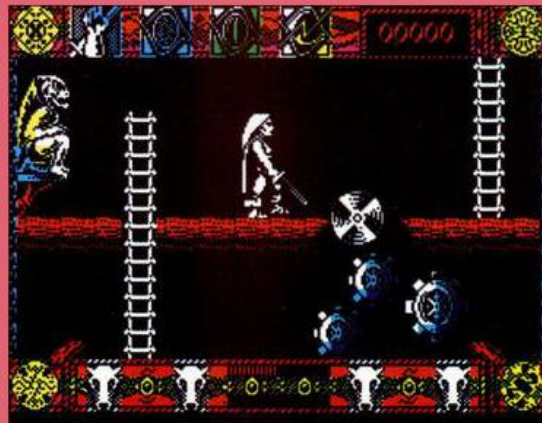




LONE WOLF THE MIRROR OF DEATH ¿Arcade o Roleplay?

Una de las compañías que no sólo no ha dejado de lado el Spectrum, sino que pretende revivirlo a toda costa, Audiogenic, está comenzando a calar de lleno en las pantallas españolas.

Su última producción, el lobo solitario, trae muchos recuerdos de programas de antaño, de grandes gráficos y muchas ideas. Creado por Joe Dever y Gary Chalk, el espejo de la muerte—subtítulo del jergo—está basado en una popular serie de libros de Rol que tienen atrapados a millones de personas tras sus páginas. Sin embargo, el programa de Audiogenic no es un R.P.G. en toda regla, sino un arcade mágico de terrorífico que ha seleccionado aquello que de tenebroso y espectacular tienen los argumentos del Rol. La idea, como supondréis, es magnífica. El éxito de estos libros atraerá a los intrépidos informados jugones como moscas, y el reconocimiento que va obteniendo Audiogenic conforme pasa el tiempo realzará sin duda la brillantez del programa.



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LONE WOLF AND THE MIRROR OF DEATH Audiogenic

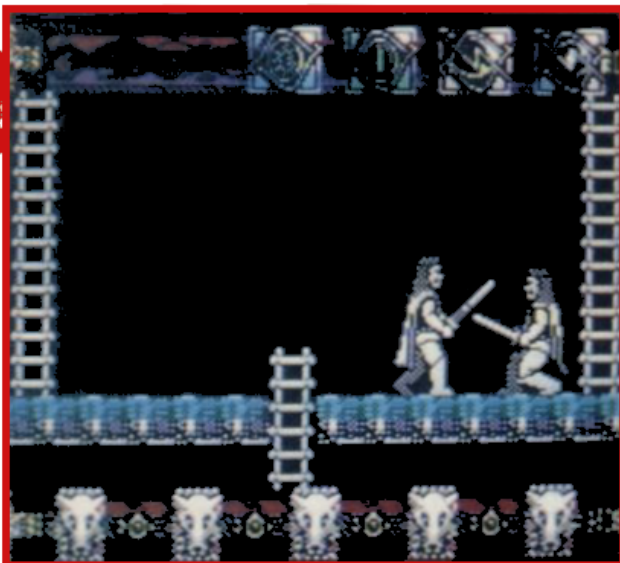
Somewhere in the sinister tower fortress of Kazan-Gor lies the Kai gem of power, the famous Lorestone. As the Lone Wolf, the last Kai Master, it's down to you to recover it. This arcade-action game is based on the Lone Wolf role-playing books of Joe Dever: so get your sword sharpened and prepare for some frantic on-screen combat very soon.



■ Assault with a deadly weapon

PREVIEW

86



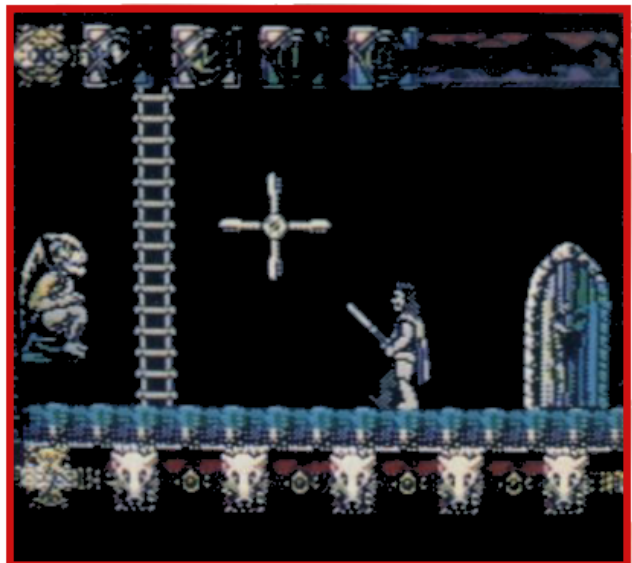
LONE WOLF—THE MIRROR OF DEATH

Lone Wolf is back, and that's official. I remember when LW hit it big a while ago. There was a computer game then, anyone remember? It came with a free keyboard overlay, for a 48K Speccy. Cor, that was a while ago.

But still, LW is back with a vengeance. Still fighting to avenge the destruction of the Kai Lords, LW has now travelled to the evil

tower of the satanic Dezan Groez, master of evil and generally very naughty, with the intention of murdering him.

Choose four skills from a seemingly endless selection, but choose well, for it is these four skills that decide whether or not you will succeed in your quest. Armed with only a sword, you must do battle with all manner of



strange beasts and little seven year old girls.

The game looks pretty fabby to me. Splodges and splashes of colour everywhere and loads of hi-

res sprites give the game a very non-Spectrummy look. More news as we get it.

Streetdate: Soon
Price: £8.95



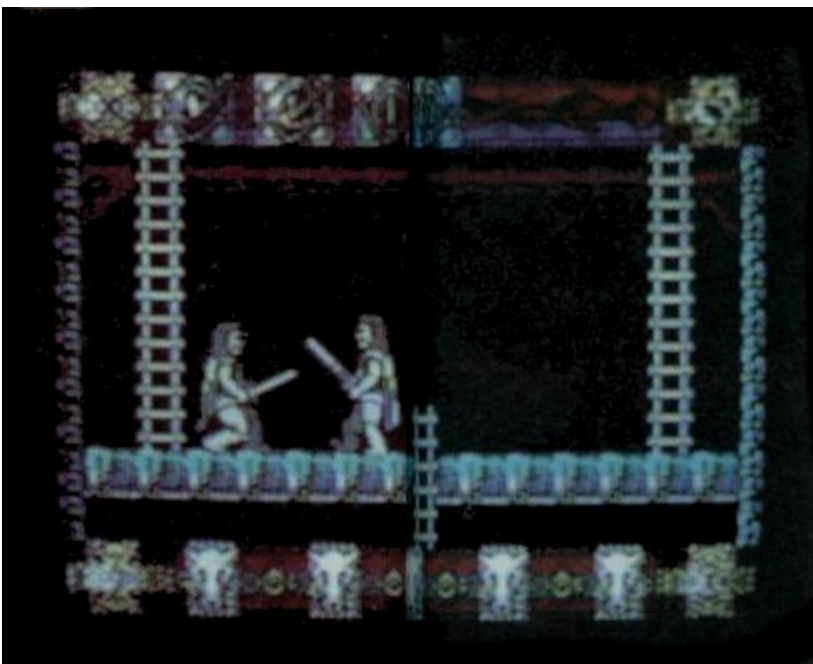
Lone Wolf – The Mirror of Death

Audiogenic

Mirror mirror on the wall,
Who's the fairest of them all?
Is he thin or is he fat?
Does he wear a bowler hat?
Perhaps he looks just like a tree?
But no I thought, 'cos it must be me!

Coo! This latest from Audiogenic
sounds like it's going to be a goodie!
Time for you to go on a quest.
Where to? To the sinister tower
fortress of Kazan-Gor, that's where.
Worse than Castle Rathbone it is.

You play Lone Wolf, the last Kai
Master, who's off in search of a
Lorestone, a Kai gem of power. It's
hidden somewhere within the walls
of Kazan-Gor, and, if you can
retrieve it, you'll restore the Kai to
their former glory. But beware, 'cos
the gem is guarded by the Mirror of
Death, a spooky jobbie which
creates an evil alter ego of any
person who dares look in it. Yikes!
No adventurer who has entered the
tower of Kazan-Gor has ever
escaped alive. Will you? You'll have
to fight your way past the death pits,
firespitting Daemonaks and other
deadly demons, as well as the Mirror
of Death. Watch out for Lone Wolf.
It's sure to be a howling success.



Lone Wolf

REVIEWS

LONE WOLF— The Mirror of Death

AUDIOGENIC ■ £9.99
■ £14.99

Based on the solo RPG books by Joe Dever, Lone Wolf is the last Kai Master of Sommerlund and sole survivor of the bloody

massacre of his clan by the Darklords of Helgedad. He smashed the mirror known as Dhazag-Oud—the Mirror of Death—and now stands inside the fortress of Khazan-Gor.

As the mirror shattered, seven unearthly creatures

arose from the remains and fled to the fortress, each with a shard of the mirror. It's your task, as Lone Wolf, to explore the fortress and kill each creature, thus ending the evil power of Dhazag-Oud.

As a Master of Kai, you've studied four of the ancient Kai Skills. Before play can begin, four skills must be chosen from Psi Surge, Mindshield, Animal Kinship, Invisibility, Sixth Sense, Divinity, Weapon Skills, and Healing. It's up to you to find out which are the best skills to choose, but Sixth Sense is a must 'cos it's the only way

to avoid dead ends and traps.

As you stomp your way through the many rooms that make up the fortress, you're attacked by many various forms of evil creature. Gargoyles spit missiles, krows swoop down and drain your energy, and evil mirror images of yourself attack without mercy. You can kick and punch your attackers, or with a press of the fire button, whip out your dirty great sword and hack a few limbs off.

Energy bars are the things to watch in battle. When an opponent's blow connects, your energy bar drops, and when you hit back, *his* drops. When your bar drops to zero, one of the wolf heads at the bottom of the status panel (there are four) turns to a skull. When all four skulls are shown, Lone Wolf dies. Thankfully, when an opponent's bar is diminished, he engages in

bucket-kicking larks too.

It's a long time since Audiogenic announced the imminent arrival of *Lone Wolf*, the computer game—about two years, in fact. According to Audiogenic, the game's been rewritten, but it looks and plays the same as the preview copy.

The main character is certainly big and well-drawn, as are the rest of the sprites, but control response is a little on the sluggish side, annoying when trying to negotiate a particularly tricky trap. One curious feature is the ability to switch between colour and monochrome graphics modes. Useful if you're playing on a black and white telly.

Despite the long wait, *Lone Wolf* is a playable slash-'em-up that I highly enjoyed; it should appeal to arcade adventurers everywhere.

MARK 83%



- Oo-er! That's a bit big and spooky! Quick, *Lone Wolf*, get your chopper out!

NICK I really enjoyed playing *Lone Wolf*. It may look like just another beat-'em-up but it has a lot more in it than that. The variety of attackers keeps you on your toes, and as the number of Kai Skills you can carry is restricted to four of the available eight, each game can be different! It took me a while to get started: unless you know exactly what to do and when, you can get stuck on the early screens for hours. There are annoying elements to the game. The maniac birds that fly about make you drop to the floor at the slightest touch and you can't swipe at them when you're climbing a ladder. However, *Lone Wolf* is an excellent game, a mixture of beat-'em-up and strategy that'll keep you glued to your computer for ages. To add an extra special touch, you get a free solo role-playing adventure book with the game (generous, eh?)! **88%**

RATING

A simple but entertaining game with good variety of action

PRESENTATION	85%
GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	89%
OVERALL	85%



Lone Wolf, la serie de libros de más rango aventurero en el Reino Unido, es firme exponente de las nuevas creaciones de literatura de ROL. Junto a «Dungeons & Dragons» y la serie de JORAM, las aventuras del gran maestro del Lobo Solitario atraen irremediablemente a la lectura y el juego, al tiempo que provocan un necesario deseo de trasladarlo al ordenador.

Antes de inducir a generalizaciones, y contando con que nuestro equipo no es en absoluto fanático ni de Roles ni de nada, digamos que las muestras de este género que han posado por el Spectrum, toda vez que cumplieron con su anhelo, defraudaron enormemente a nivel técnico, si bien posiblemente respetaban ciertos cánones que sí son aplicables a expertos.

A causa de esta experiencia, y pensando que cargar este juego en el ordenador iba a ser igual que no hacerlo, dejamos que los bites fueran entrando en nuestro sufrido Spectrum...

Audiogenic ha roto por completo nuestros esquemas: inventarse un arcade a partir de un libro de Rol, supe-ditar el argumento a la magia y la técnica a la máxima explosión gráfica y sonora, y distanciarse un milenio



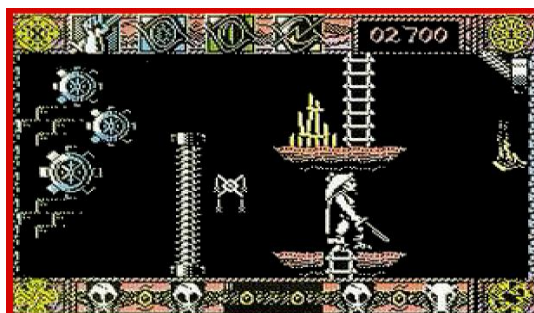
**Los crípticos y misteriosos
textos ingleses que dan
vida al lobo solitario
encierran todo el poder de
un nuevo ritmo de juego
que Audiogenic acaba de
convertir en arcade.**

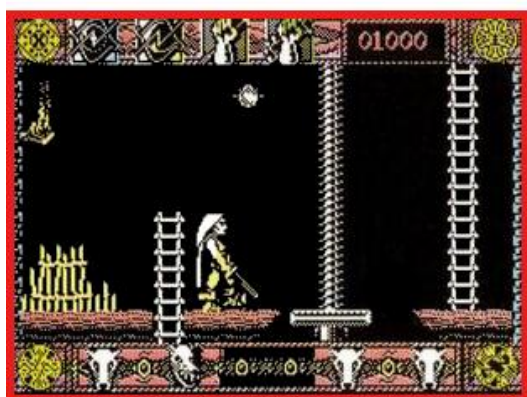
de los programas que nos lanzan a diario, son aciertos que suponen el esfuerzo digno de una compoñía que demuestra una vez más que tiene ilusión, ganas y ánimos de seguir haciendo juegos de calidad.

EL ESPEJO DE LA MUERTE

A partir de un brutal y complicado mapeado que tiene comienzo en la fortaleza del gran señor de la oscuridad, Lone Wolf, maestro de hechizos y guerrero de pro, debe encontrar

un espejo de poderes inimaginables el que llaman de la muerte. El lobo es un tipo escandalosamente fuerte, alto, de armadura reluciente y gestos serios, los rasgos que, utilizados con destreza, deben ser





capaces de romper al en cantamiento de un espejo que puede convertir demonios en seres humanos, garbanzos en carrozas y Spectrums en Amigas.

Dotado inicialmente con tres hechizos, elegibles de entre un total de ocho KAI SKILLS, nuestro hombre comienza inmediatamente a saber lo que le espera. Después de subir, bajar escaleras, atravesar túneles y disfrutar de todas las habitaciones, pantalla a pantalla, que hay por el castillo, el primero de los 7 demonios asesinos aparece con premura.

En vista de que el programa aprovecha, al máximo y depuradamente los movi-

mientos del joystick primero en todas las direcciones sin el disparo pulsado, y después hacia todos los lados con la tecla de disparo presionada, los golpes de los que podemos hacer uso durante la contienda contra el primer demonio, (que, casualidad, eres tú mismo) son casi ilimitados.

Se reproduce entonces el estilo de los más clásicos programas de lucha, espa-

da en ristre, de cuya presencia se habla mucho en los libros de Rol.

La batalla se celebra de una forma lenta, suave y medida. No hay precipitación en los golpes, ni tampoco fiereza a juzgar por la cara de circunstancias que coloca nuestro amigo, sino elegancia, distinción, y si cabe, algo de ralentización, producto seguro de la cantidad de pixels que

deben moverse a un tiempo.

Un gráfico de tal tamaño necesita de muchas horas para que le sea acoplada una animación tan extraordinaria. Es por eso que la soltura de movimientos de Lone sobrepasa con creces lo meramente admisible, y no defrauda para nada, tanto o menos que el resultado total.

Los decorados son espectaculares, intachables a nivel gráfico y con un fuerte sabor a antiguo.

Lone Wolf es, sin miedo a recurrir a tópico, uno de los mejores juegos para Spectrum que ha pasado por nuestra redacción. Recomendado a sibaritas de la pantalla, a la gente que huye bien del mismo arcade de siempre, bien de los muñecajos histéricos de otros programas, el juego de Audiogenic inventa una nueva perspectiva en la creación, y si nos apuras, en el juego del software.

Original, efectista, perfeccionista y limpio, el arcade de una de las que ya es compañía revelación en el ámbito del Spectrum, se mueve en una zona aún sin explotar, pero ni el temor a la imitación ha conseguido que el resultado pierda ni un ápice de autenticidad.

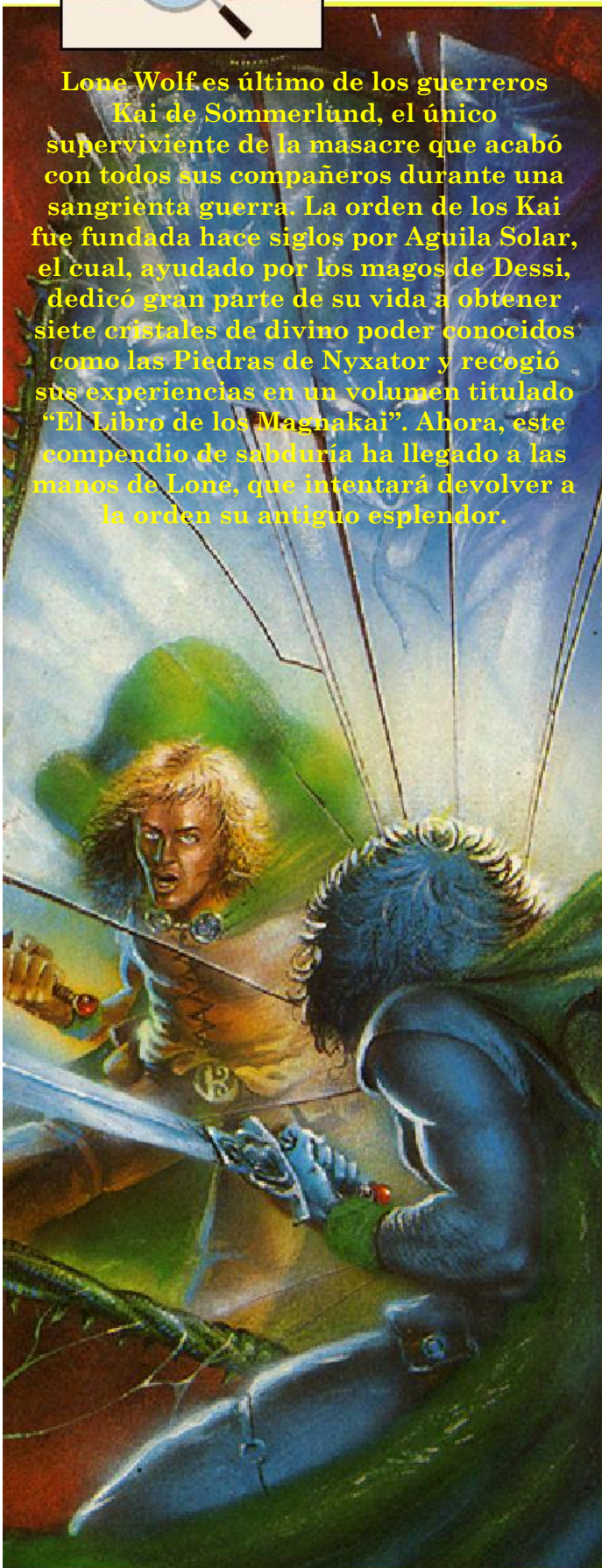
Es como los libros de Role una nueva dimensión en los juegos de ordenador.



GRÁFICOS	94%	Audiogenic	
		Arcade	
MOVIMIENTO	90%	Upton / Patchen	
SONIDO	93%	Whittaker / Helson	
ADICCIÓN	80%	92%	



Lone Wolf es último de los guerreros Kai de Sommerlund, el único superviviente de la masacre que acabó con todos sus compañeros durante una sangrienta guerra. La orden de los Kai fue fundada hace siglos por Aguila Solar, el cual, ayudado por los magos de Dessi, dedicó gran parte de su vida a obtener siete cristales de divino poder conocidos como las Piedras de Nyxator y recogió sus experiencias en un volumen titulado "El Libro de los Magnakai". Ahora, este compendio de sabiduría ha llegado a las manos de Lone, que intentará devolver a la orden su antiguo esplendor.



LONG



Sin embargo, una atenta lectura del libro no permite a Lone acceder a todas las disciplinas de los Magnakai, y el último guerrero Kai comprende entonces que, para conseguirlo, debe repetir el camino del maestro y recuperar las piedras de Nyxator.

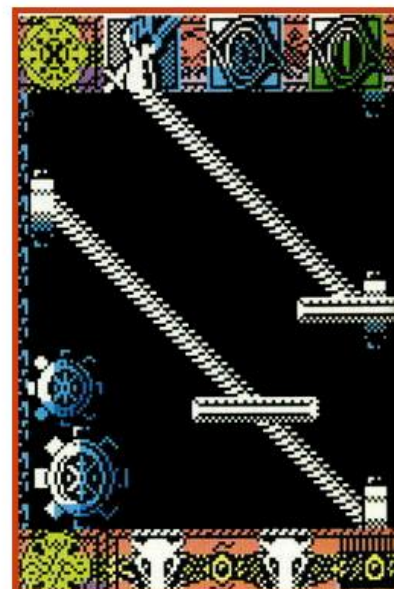
Lone abandona sus tierras natales del norte y se dirige a Dessi, donde se reúne con los descendientes de los magos que ayudaron a Aguila Solar en su primitiva búsqueda. Ellos le señalan que una de las siete piedras se encuentra precisamente allí, en Dessi, escondida en una gran fortaleza conocida como Kazan-Gor.

No obstante, los magos le indican que, años después de la partida de Aguila Solar, dicha fortaleza se convirtió en morada de un siniestro brujo llamado Gorazh. Preocupados por su creciente poder, los

magos de Dessi intentaron destruir al malvado brujo pero, al no conseguirlo, decidieron encerrarlo en la fortaleza creando un campo de energía a su alrededor.

Furioso por haberse convertido en prisionero, Gorazh decidió que si él no podía escapar de Kazan-Gor, nadie que entrara allí en el futuro podría salir con vida. La piedra quedaría para siempre en su prisión de granito impidiendo que la orden de los Kai pudiera restaurarse, lo que trató de conseguir consumiendo sus últimos años en construir trampas que protegieran la piedra. El más peligroso de sus trucos fue conocido como Dhazag-Oud, que en una antigua lengua significa "El Espejo de la Muerte".

Durante varios siglos bravos guerreros intentaron sin éxito recuperar la piedra de Nyxator. Algunos de ellos, tras escapar moribundos de la



WOLF

torre, han hablado de ese extraño espejo que refleja una entidad mágica y diabólica que toma la apariencia de su oponente.

Armado con una espada mágica que le proporcionaron los magos de Dessi, Lone entra en Kazan-Gor y, tras localizar el espejo, utiliza la espada contra él rompiéndolo en cientos de pedazos. De los fragmentos del espejo surgen siete extraños demonios que escapan refugiándose en las torres de la fortaleza. Para acabar definitivamente con el poder del espejo, Lone deberá buscar a los siete demonios y destruirlos uno a uno. Solamente entonces se desvanecerá el hechizo que pesa sobre Kazan-Gor y será posible acceder a la sala donde se encuentra la codiciada piedra de Nyxator.

EL JUEGO

El objetivo del juego consiste por tanto en localizar y



destruir a los siete demonios surgidos del espejo para poder recoger la piedra. Lone dispone de cuatro vidas, representadas por otras tantas cabezas de lobo, y una barra de energía para cada una de ellas. Puede utilizar cuatro tipos de hechizos de los ocho existentes pulsando una tecla del 1 al 4. Los cuatro hechizos se escogen antes de comenzar a jugar utilizando una de las opciones del menú principal, y cada uno de ellos puede ser activado en diez ocasiones. Algunos hechizos pueden emplearse en cualquier momento del juego pero la mayoría del ellos sólo pueden activarse en las salas donde tienen lugar los combates con los demonios del espejo.

La fortaleza de Kazan-Gor tiene la forma de una torre que se bifurca primero en dos y luego en cuatro caminos, lo que hace un total de siete brazos. Los siete demonios se

LOS HECHIZOS

Son ocho, como ya hemos señalado anteriormente, pero hemos de seleccionar cuatro de ellos antes de empezar a jugar. Cada hechizo permite sólo diez usos por lo que os aconsejamos que los escojáis sabiamente y los utilizéis de la misma forma.

Los hechizos recomendables son Invisibility, Weapon Skills, Sixth Sense y Healing, pues solamente de este modo podremos obtener imprescindibles momentos de inmunidad, mayor eficacia en la lucha contra los demonios, la seguridad de hallar el camino correcto y la posibilidad de recuperar las vidas perdidas.

PSI SURGE (OLEADA PSÍQUICA). Se emplea únicamente en los combates, y produce una pérdida de energía en el enemigo a costa de parte de la energía de Lone.



MINDSHIELD (ESCUDO MENTAL). Es una protección contra el hechizo anterior y debe ser utilizado como escudo si el enemigo que nos ataca dispone de él.



ANIMAL KINSHIP (PARENTESCO ANIMAL).

Utilizado durante un combate provoca la aparición en la mente del enemigo de la visión de un lobo, lo que hace que el demonio aterrorizado deje de atacarnos durante unos segundos.



INVISIBILITY (INVISIBILIDAD). Es probablemente el más útil de todos. Puede ser empleado en cualquier momento y hace a Lone momentáneamente invisible, lo que se traduce en unos segundos de total inmunidad.



WEAPON SKILLS (HABILIDAD CON LAS ARMAS). Empleado durante los combates multiplica la eficacia de Lone en los mismos.



SIXTH SENSE (SEXTO SENTIDO).

Resulta imprescindible para completar la misión ya que, utilizado en una sala en la que haya tenido lugar un combate, hace que Lone señale con su espada la dirección en la que se encuentra el siguiente enemigo accesible.



DIVINITY (ADIVINACIÓN). Este hechizo permite a Lone adivinar la presencia de personajes que, de otro modo, quedarían fuera de su vista.



HEALING (CURACIÓN). Permite recuperar una vida perdida, pero solamente en presencia de uno de los demonios.



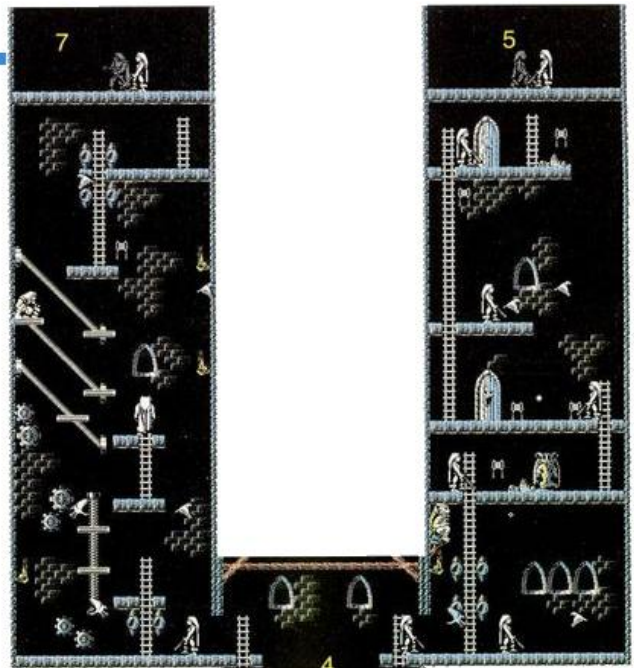


han refugiado en la habitación más alta de cada uno de los brazos, pero para acabar con todos ellos es preciso seguir un orden específico, ya que ciertas zonas de la fortaleza se encuentran inicialmente



bloqueadas, a no ser que hayamos destruido previamente el demonio que tenía en su poder la llave de dicha zona. El orden de los combates se encuentra en el mapa que acompaña a este texto, pero podemos resumirlo diciendo que, si numeramos los brazos de izquierda a derecha y de arriba a abajo, dicho orden es 7-6-5-4-3-2-1.

¿Como se adivina? Muy sencillo. Ascendemos cinco pantallas desde la inicial y nos encontramos frente a frente con el primer demonio que, como todos los demás, toma la apariencia de una réplica oscura del propio Lone. En ese momento aparece una nueva barra de energía, bajo la primera, que representa la resistencia del enemigo. Lone procederá a luchar contra él haciendo uso de su espada y sus hechizos. Una vez destruido el primer demonio disponemos de dos escaleras que conducen a direcciones opuestas. Para saber el camino correcto (en este caso hacia la derecha) basta con emplear el hechizo "Sixth Sense" (sexto sentido), que Lone ejecutará señalando con su espada la dirección correcta. Repitiendo este proceso varias veces iremos destruyendo a todos los



EL ESPEJO DE LA MUERTE

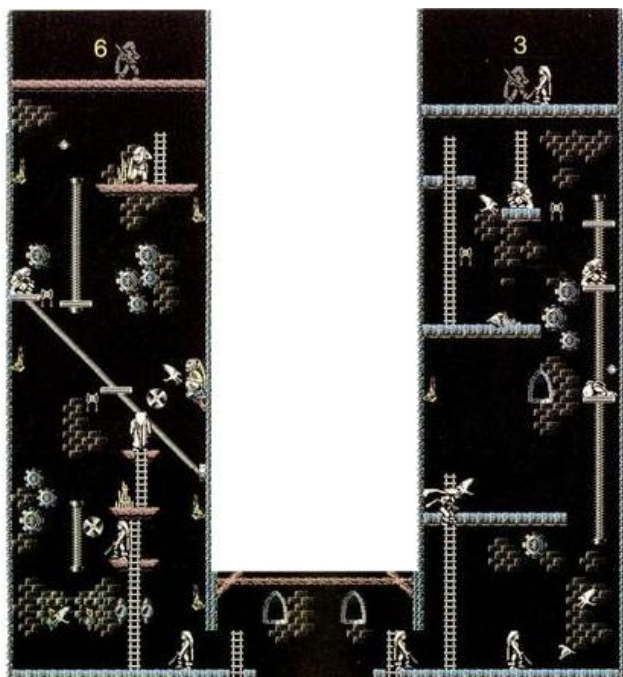


COMO SEGUIR EL MAPA

Engañoso y difícil se presenta el laberinto de Lone. Pese a la escasa aparición de pesados enemigos y la no excesiva longitud del mapeado, nuestro héroe deberá afrontar inciertas trampas y violentos combates contra si mismo si quiere salir triunfante del Castillo. La salida, en la parte más baja del mapa, da el primer banderazo a una terrible ascensión sustentada por escaleras y plataformas móviles y rotantes.

Para cuando el camino comienza a bifurcarse, lo que sucede en tres ocasiones, Lone puede estar muerto. El primer

NE LF

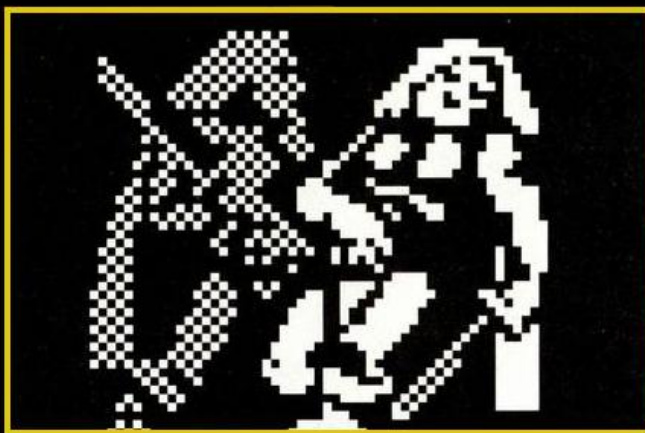


demonios, aunque para ello, y en muchas ocasiones deberemos retroceder a lugares ya visitados. Al destruir al séptimo demonio se abrirá una puerta en la pared derecha de la sala que conduce a la habitación de la piedra. Pero esta pantalla no aparece en el mapa...

Pedro José Rodríguez



LOS HABITANTES DEL LA FORTELEZA



combate es el más cruel, nos pilla en frío y de nuevas. Además, nunca nos esperaríamos luchar contra nuestra propia personalidad reflejada en el malvado espejo. Las dos puertas que se abren tienen como misión confundirnos. Si portamos el hechizo del sexto sentido no habrá problemas, de lo contrario sigue con orden los números que hemos situado en cada pelea y, suponiendo que venzas cada envite, lograrás encontrar la piedra. Pero éste será el menor de los obstáculos, ya que, como verás, cada combate se disputa en un rincón del laberinto, y hay que llegar a él.

Las torres de Kazan-Gor están protegidas por gárgolas que, situadas en puntos fijos de las paredes, disparan a intervalos regulares, lo que nos permite esquivarlos estudiando la frecuencia de los mismos. Algunas puertas en apariencia inofensivas pueden tomar momentáneamente la forma de un horrible rostro que dispara contra Lone. También es preciso vigilar ciertas esferas que caen de algunos puntos del techo, evitar los engranajes mecánicos cuando se ponen a girar y esquivar las descargas de alto voltaje que surgen de electrolitos colocados a ambos lados de las escaleras. Las águilas son los enemigos más rápidos y peligrosos, pero al menos pueden ser destruidas con nuestra espada, si somos lo suficientemente hábiles. En algunas habitaciones encontraremos un gran personaje indestructible que puede disparar en todas las direcciones. Finalmente, señalar que en el ascenso a algunas torres nos encontraremos con la presencia de ascensores. La mayoría son de recorrido vertical, pero algunos avanzan diagonalmente, y en algunos casos es preciso tomar dos o más saltando de uno a otro en el momento apropiado.

GAMES REVIEW



I used to be quite a fan of **Lone Wolf**, you know. Back in the days when D&D was law and the written works of Steve Jackson and Ian Livingstone were taken as gospel. And then the first **Lone Wolf** computer game appeared, complete with a keyboard overlay for a rubber keyed Spectrum. It wasn't any good, though. What you got for your £5.99 was the same as what you got for your £1.99, except you

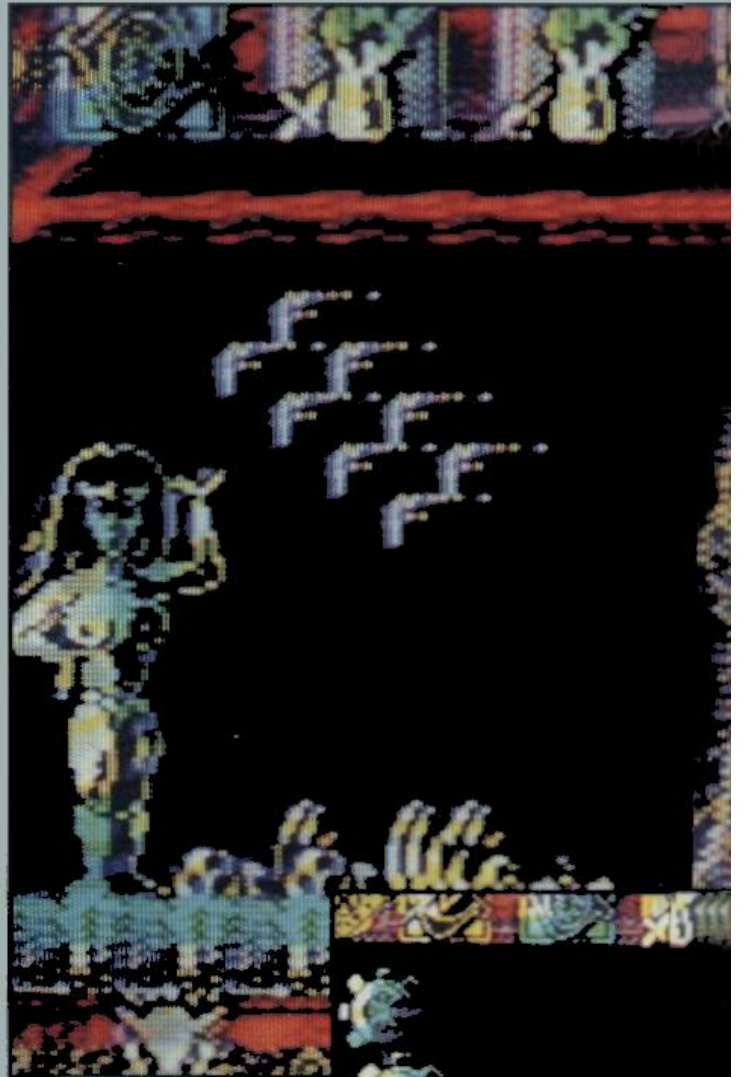
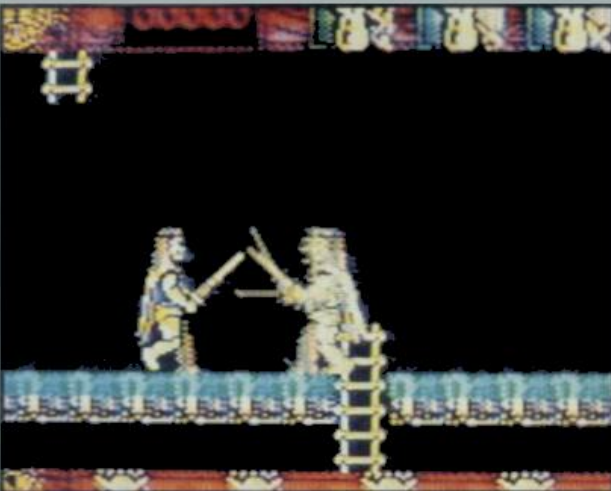


didn't have to turn the pages. The world has been crying out for one (ever so slight untruth), and it has appeared. A **Lone Wolf** game that not only successfully captures the spirit of the books, but also turns out to be quite a good game. Why else would we put it on our cover?

You are Lone Wolf, last of the Kai Lords. The Kai Lords were a bit like Jedi Knights only they didn't carry Lightsabres and they didn't walk in mysterious ways saying things like: 'You don't need to see his

identification,' and 'Even though you have cut off my arm, destroyed the only family I ever knew and are now having some rather disgusting thoughts about my twin sister, I know there is good in you, father.' The Kai were wiped out by the evil Zoltan (or something like that) and you have to avenge their deaths.

Your means of revenge? To climb to the top of a tower of evil and destroy the ruler of thine enemy. The journey is a long one, through a tower so evil and twisted, it's shaped like



an upside down triangle. You begin at the apex, which funnily enough happens to be at the bottom, and work your way up, via ladders and lifts, only pausing when making a decision at a junction.

Adversaries come in the form of warriors who are mirror images of yourself (reasons being too long to explain here,





GAMES REVIEW

personality and requires a different strategy to dispose of.

Other problems are the traps and puzzles. Traps take the form of statues that spit fire across ladders just as you are climbing, and open electric circuits, that blaze sparks as you walk past. Puzzles are usually formed by the lifts that constantly move up and down. Sometimes a series of three, maybe more, have to be

disposed of.



why not read the books?) and Krows. The Krows are easily dispatched with just a swift twitch of your blade. The warriors are a little more stubborn. As you progress through the game, they get better and better at combat, near the end some are downright impossible. Or are they? Each has their own



navigated by some well timed jumps, which aren't easy to come by, I have to tell you. It takes a great deal of patience just to wait for the right moment.

Graphically, the game reminds me of nothing more than Psygnosis' right down to the flip scrolling. The only real difference between the two being that the backdrops on LW are much more attractive and atmospheric. All the little touches are there, from the

bustly statuettes to the skulls on poles.

Sound is just a little on the basic side, but with a game this size, I can't say that surprises me. Spot FX do their purpose, though I was a little disappointed by the lack of a tune.

Yet another enjoyable arcade adventure romp through the land of make-believe. Fun, and it's size almost guarantees lengthy periods of play. Now, where did I put my ton-fun?

ARCAD
REVIEW

FAX BOX

LONE WOLF Label: **ASL** Author: **In-house**
Price: £9.95 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
81	69
PLAYABILITY	LAST ABILITY
82	85

Reviewer *Tony Dillon*

OVERALL **81**

10 20 30 40 50 60 70 80 90

Review

LABEL:
Audiogenic

MEMORY:
48/128K

TAPE:
£10.99

DISK:
£14.99

WOLF
FAX

Lone Wolf is based on a character of the same name which has appeared in over 15 interactive adventure role-playing books. The game was developed by Audiogenic with assistance from Joe Dever, the man who wrote the books and originally created the world in which the warrior exists. He also provides (in top notch D&D language) background information on its history by way of an introduction to the quest. And... shouts of joy, the story doesn't end when you've finally destroyed the Mirror of Death on your Speccy, the game comes complete with the latest role-playing book in the series, so all you Lone Wolf "Grand Masters" can grapple with more dire deeds and mayhem.

LONE WOLF THE MIRROR OF DEATH

Mystic adventure role-playing games may not grab everyone by the short and curlyes, indeed many players will draw a definite line of preference between RPGs and all action shoot-'em-ups or beat-'em-ups. However, methinks Lone Wolf: The Mirror of Death might just satisfy both factions of computer gamer.

Don't get me wrong though, this is definitely a grab-your-sword-and-smash-some-skulls type of game. Its advantages lie in the fact that, unlike other platform beat-'em-ups, there are no opportunities to pick up weapons or life icons during the game. Instead you must choose four special Kai Skills out of a total of eight before the quest begins, and believe me, Wolfie will be in it deep and smelly if you don't choose the right combination. The sound, which includes spooky wind, the clanging of crossed swords, the vile screeching of Krows (fiendish birds of prey), and the dull thud of a thump in the gnashers, also adds tremendous atmosphere. This combines with good graphics makes it very easy to

get involved with what our hero is doing.

Lone Wolf is definitely the main man (Andrea reckons he's a hunk); as strong as Arnie with as many moves as Vanilla Ice. He is the "last of the Kai Masters of Sommerlund", a mystic warrior, who must carry out a mission against an ancient enemy, the evil sorcerer, Gorazh (Garth??), who has hidden one of the seven Lorestone of Nyxator. In the tower of Kazan-Gor. As the last Kai warrior you have pledged to regain possession of these stones. The tower is guarded by the Mirror of Death which was shattered into seven shards. Each of these shards, now fashioned as swords, are wielded by unearthly creatures who protect the tower by taking on the form of an in-

truder's dark side, meaning ol' Lone Wolf ends up fighting evil shadows of himself.

The level of control provided for your character is quite impressive, with eight detailed attacking and defensive manoeuvres that all need practice. A good joystick is very useful here but it's still manageable with an average joystick or the keyboard.

The gameplay is deceptively easy at first so beware of your opponents on later levels, remember they are mirrors of yourself so they have the same Kai Skills available, and can freeze you with a Psi Surge or become invisible during combat. For this reason your initial choice of Kai Skills should change as you become a slashing highlander-type swordsman, replacing offensive skills with defensive skills, to counteract those your opponents are using.

There are seven guardians to defeat, loads of disgustin' gargoyles spit to avoid, hundreds of Krows trying to peck your bonce, and a variety of death wheels and other devices to avoid, so go to it, lad, and remember, the ancient ones are watching!



"Watch out those Krows are"



"Tut tut, just a"



"Leap past the Gargoyles."



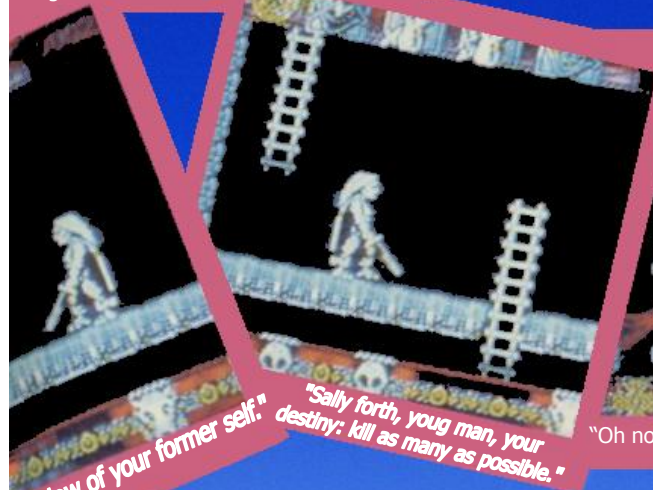
"Should I stay or should I go, lift or ladder?"



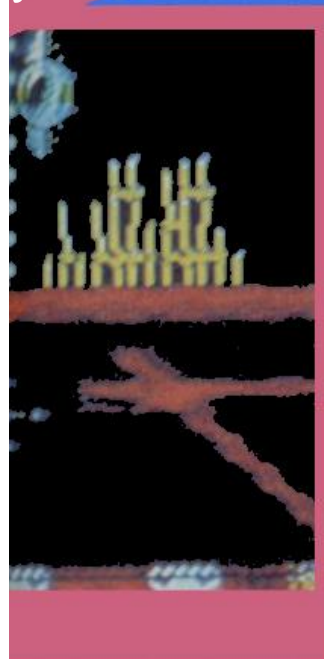
WOLF DEATH



dangerous."



shadow of your former self."



(1) Psi Surge: Will paralyse an enemy unless they have a Mindshield

(2) Mindshield: Protects against Psi Surge

(3) Animal Kinship: Similar to Psi Surge, freezes your foe.

(4) Invisibility: Da-naa!! Hey presto the baddie can't see Wolfie any more

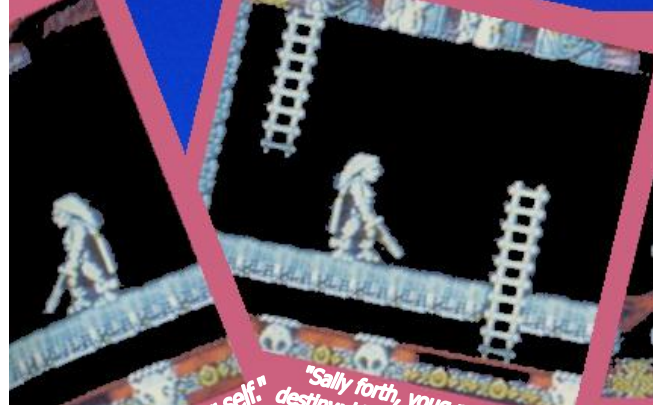
(5) Sixth Sense: Prevents you from getting lost

(6) Divinity: Enables you to see the demons if they become invisible

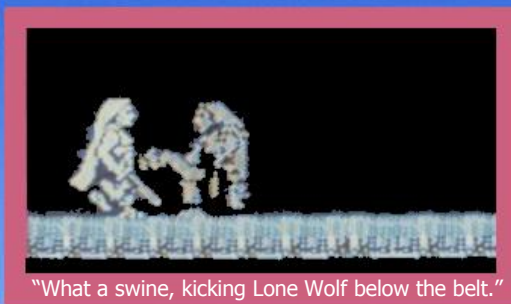
(7) Weapons Skills: More punch, power and speed

(8) Healing: Recover quickly from battle.

"Choose your skills, but choose carefully!! Remember you can only have four, and can't get any more, or change them during the quest."



"Oh no, I never chose Sixth Sense as a Kai skill, better go back!"



SCORES	
GRAPHICS	94
SOUND	83
PLAYABILITY	89
LASTABILITY	89
OVERALL	90%
Alan Dykes	
Super platform adventure game that gives lots of enjoyment and lastability that comes from developing skill, judgement and plain old kicking ass.	

R e v i e w



Garth Sez:

• It's almost embarrassing these days to give Audiogenic yet another award for a piece of software. But maybe the embarrassment should lie with the big software houses for failing to put any real work into their Spectrum games.



Andrea Sez:

• This might not be my normal sit-down-and-shoot-the-buggers-to-bits type of game – the control system takes some time to master – but once familiarised, there are a wealth of movements that can be made.

MEGAGAME

**Audiogenic/£10.99
cass/£14.99 disk**



Jon Like a meal ordered in that little out-of-the-way restaurant your friends swear by, *The Mirror Of Death* has been a long time in coming, and it was well worth the wait.



Based on the hit series of roleplaying gamebooks, it puts you in the soft leather and thankfully not-at-all smelly shoes of Lone Wolf – last of the Kai Masters, slayer of Gnaag, seeker of the Lorestones of Nyxator, wielder of the Sommerswerd, bane of the Darklords, possessor of the handkerchief of the holder of the dagger of the wizard of the lands of the cavalier of the house of the descendants of the (slap!) ... thank you, I needed that – and bids you to exorcise the evil spirit of a nasty old sorcerer by defeating 7 shadowy demons who inhabit the shards of the (sinister chords) Mirror Of Death.

Lummy.

You do this by hotfooting it up the sorcerer's fortress, outwitting his guardians and confronting the demon on each level. Apart from your trusty sword you possess 4 Kai skills chosen from a selection of 8. These are (deep breath) the magics of Psi Surge (mental attack), Mindshield, Animal Kinship (terrify your enemies with an image of a wolf), Invisibility, Sixth Sense (avoid getting lost), Divinity (detect evil), Weapon Skills and Healing. It all requires the foresight of Nostradamus to make the appropriate 'mix', because the right skill at the right time may just save your life.



A hit! One of the Krows explodes in mid-air. (Ugh - *The Birds* was never like this!)

LONE WOLF

THE MIRROR OF DEATH

skills (you only get to find out which the vital ones are after you've just been killed for not carrying them). It's all rather simple at first (dodge the gobbling gargoyles and the dribbly door-knockers), but things soon liven up as the first demon leaps down, and you realise that unlike most fighting games, the Specy in *Lone Wolf* is rather a tough opponent. Keep doing the same move and the demon will just block you. Dither and he'll jump behind you and hack at you from there. Fight too well and he'll turn invisible! It's a night!

Between demons, the major foes are the Krows, who have a predilection for swooping at you when you're on a ladder and you can't defend yourself. Oh, and remember, when using the marvellous mechanical lifts, keep an eye out for booby traps – usually involving lots of spikes. By the way, you're probably taking the wrong route... (And so on.)



Lonie stumbles across a fireball-spitting monk. Luckily the monk is looking the other way, but how to get past safely? (Hint – try rolling under the fireballs.)

Phew!

It's certainly not your average plotline, is it? And fortunately it translates into a 'not your average' game. The first thing you notice are the graphics. Just take a look at the screenshots! (No drooling, please.) Lonie is fabulously animated, from his 'bad-dude' stomp to his 'tactical withdrawal' roll, as well as having an amazing gravity-defying hooded cape which stays on no matter what (I thought it was his hair at first!). The supporting characters are equally stunning, from the leering, spitting gargoyles to the pesky, Krows. Background details abound, like the splintered stonework, the flickering torches, and the heavy gears that power deadly traps. The atmosphere of a dank, dangerous castle couldn't be more complete if your television set dripped slime.

Grump!

So far as reservations go I've only got as far as the second demon (ahem) but it looks like each level is just more of the same, and at times it can all get quite frustrating. For example, there's one screen where, right at the beginning, you have to wait on a ladder for a Krow to go by. The trouble is, it flies so fast, that there's only one flying pattern that'll give you enough time to get to the top, and as they appear pretty randomly, you could be in for a short wait. (Short, because most of the flying patterns involve them diving straight at you!)

But I'm just nit-picking. If it is more of the same, there's plenty to do already, and the will-they-be-useful-or-not factor of the Kai skills jollies the game up enormously. With the wonderful presentation matched by the imaginative packaging (there's a free copy of the latest Lone gamebook – and a darned spanky roleplayer it is too), *Mirror* has something – no, a heck of a lot for everyone. It's a YS7 *Raves* game – Spanky, Spiffy, Skillo, Dandy, Snazzy, Wazzy and Corkyl!

LONE AT HOME

Here's a handy gander at what we've got on show halfway up a tower...

7. Your score (hmm, not too bad).

8. Time your jump onto this lift very carefully, or else plummet 600 feet to the ground and die (again).

1. Lone Wolf, our hero, brave of heart and long of cape.

6. Your Kai skills including Animated Kinship, Weapons, Skill, Sixth Sense, & Mindshield (a good all-round selection in fact).



2. Gargoyles – they spit poisonous slimies (but leer before they do – hint!)

5. Squint-inducing strength counter.

4. Your remaining lives – the wolves roar at you and turn into skulls when you die. (Awww!)!

3. Booby traps drop on you if you pass below (and if you stand still for too long!).

The next boggle-trigger (Eh? Ed) is the sound (128K only, I'm afraid.) There's a praiseworthy music track, but the sound effects...! (Shiver.) They're that good! Everything makes a noise – the cawing Krows, the chains, Lonie's echoing footsteps (changing as he climbs a ladder) – I spent one game just seeing how many sounds I could discover. (Quite a lot, actually.)

And last but not least, there is of course – the game. A combination of platforms-'n'-ladders and *Barbarian*-style fighting, there's even a bit of *Monty On The Run* thrown in with the choice of Kai



His demonic enemy paralysed with fear of the wolf's image, Lone Wolf, Kai Grand Defender, puts the boot in.

WHAT'S THIS LONE WOLF THINGY ANYWAY?

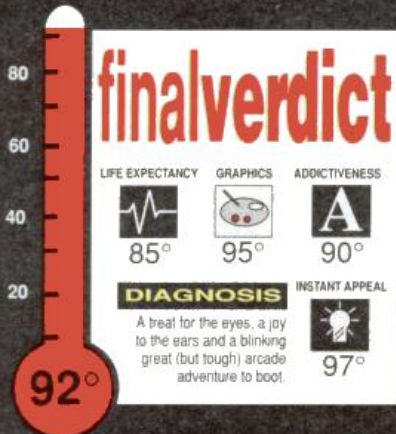
Lone Wolf was created by Joe Dever and Gary Chalk, and first appeared in 1984 in *Flight From The Dark*, one of a flood of roleplaying gamebooks that followed *The Warlock Of Firetop Mountain*. These books, played by reading a page then making a choice which leads to another page (not forgetting to keep hold of the original page in case you'd made a bad choice!) were at first much of a muchness, and many came up with gimmicks to stand out from the crowd. Lonie's gimmick was that he didn't need any dice to be 'played' (as was the case with other ones) because there was a 'random number table' in the back.

Apparently this was a rather good idea because it's since

become the trademark of the Lonie books, whose millions of fans are respectable, almost upright citizens from all walks of life. The simple plots of the pioneer



books grew increasingly sophisticated and *The Plague Lords Of Ruel* (the free book you get with this game and the 13th in the series) is one of the best examples of what's become a megabuck industry. So now you know.



LONE WOLF

The mirror of death

**Audiogenic,
£10.99 cassette,
£14.99 disk**

Star of many a solo role-playing book, Lone Wolf is a fearsome warrior. Now, sole-surviving Kai Master of Sommerlund, he has pledged to return the Kai to their former glory by recovering seven magical Lorestones.

Rumour has it one of these is hidden in the towering fortress, Kazan-Gor, the stronghold of Gorazh the evil sorcerer. This rather unpleasant chap was getting a bit too big for his boots, so the Elder Magi constructed an energy field around the whole fortress to trap him. Obviously he wasn't too chuffed so he vowed to keep the Lorestone there forever. To foil intruders, he constructed many traps including the Mirror of Death which apparently reflects an evil entity that takes on the appearance of its opponent.

Well it did. At the start of the game, Lone Wolf just smashed it with his sword (flippin' vandal) and is about to suffer some bad luck. Seven unearthly demons have arisen, each armed with a shard of the mirror. It's up to Lone Wolf to explore the

fortress's many towers to find and defeat each of the demons in one-on-one, hack 'n' slash combat.

The disappointing Lone Wolf sprite can leap onto static moving platforms and climb up ladders. Hazards include missile-spitting Gargoyles and vicious Krow birds which drain Wolfy's energy. Worse still, if Lone Wolf is climbing a ladder at the time, he is knocked off and can fall several screens—very annoying.

To aid his quest, at the start of the game our hero can choose four from eight magical Kai Skills. Activated via the function keys, these are limited and so must be used sparingly. Though a good idea, some of these powers make combat ridiculously easy. For instance, by using the wolf apparition (which looks like a harmless dog), you can simply hack your paralysed opponent at leisure until he's dead! So you never really need to use the various combat moves, especially the defensive, blocking ones.

Graphically the game is no less disappointing. The large, sluggish sprites lack any detail and the simple backgrounds are no better. All told, *Lone Wolf* is a bit of a howler.



Lone Wolf gets off to a poor start with some very disappointing graphics, the backgrounds are dull and character animation limited. It looks like a game from the days when people tried to do big, coin-op style graphics but failed! Sadly gameplay is similarly disappointing. For the first few goes exploring a largish flickscreen castle is interesting; timing how to get past fire-spitting Gargoyles, dodging birds and fighting the occasional warrior. Unfortunately, there's not much more to it than that; the various mystical powers aren't that sophisticated.



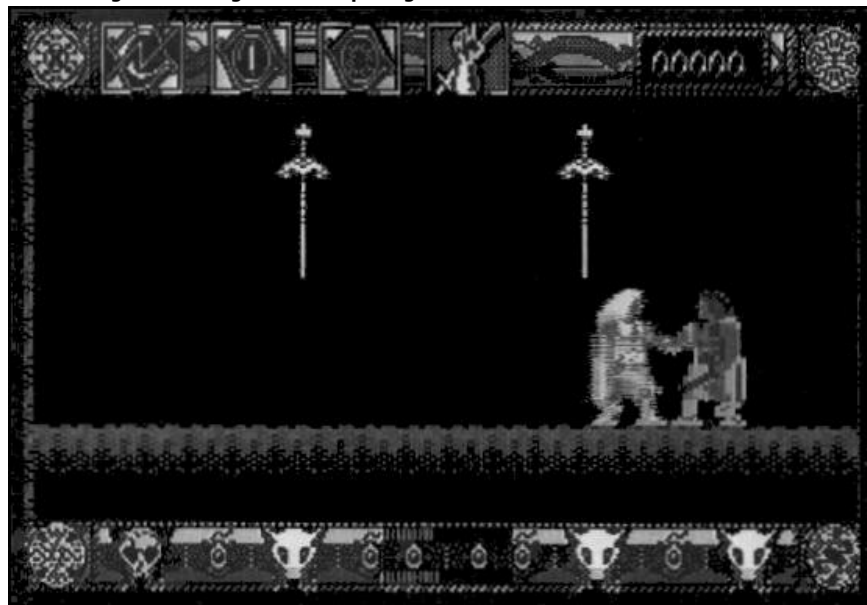
KAI SKILLS

Psi Surge: A mental force that can paralyse foes.
Mindshield: A defence against an opponent using Psi Surge
Animal Kinship: Ahem. Lone Wolf can create a terrifying vision of a wolf to stun his opponent.
Invisibility: Self-explanatory, plus the flashing Lone Wolf is also invulnerable to normal hazards.
Sixth Sense: The uncanny knack of knowing which route to take.
Divinity: Enables Lone Wolf to see invisible enemies.
Weapon Skills: Allows quicker, more effective use of sword.
Healing: Restores lost energy, but only when one of the seven demons is present.

CREDITS

Design: Ian Upton
Program: Gary Patchen and Rob Nicholson
Sound: David Whittaker
A Mr Micro Production.

● Lone Wolf tackles another blonde baddie in a one-on-one combat scene. Now then, lads, we want a good clean fight—no hair pulling!



PRESENTATION 53%

Free solo role-playing book, choice of Kai Skills, music/FX, animation status panel.

GRAPHICS 34%

Blobby sprites on Spectruesque backdrops.

SOUND 48%

Okay 'Ride of the Valkyries' tune, sparse FX.

HOOKABILITY 35%

Initially exploration is fairly involving. Unfortunately control response is sluggish and combat simplistic.

LASTABILITY 27%

The more you explore, the more the lack of variety becomes apparent in gameplay and graphics.

OVERALL 29%

Freebie role-playing book plays better than this archaic program.

There's this bloke, right, and he's dead hard. He's got a big sword and he comes from a land where vowels have been virtually outlawed. So all the places have names like Gzarwarr and F'gnitchalon. All the people have names like Gwarnarr and Gstaklarr.

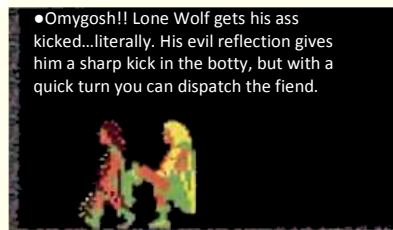
His name is Lone Wolf, star of Joe Dever's role-playing books, and he has the most normal name on the planet. He mastered the fight-

lem are ugly little krows who fly around, knocking you off ladders and platforms.

As you climb, you will come across various obstacles. These include fire-spitting statues, huge fire-spitting Grim Reapers, and little flying shuriken. These will seriously deplete your energy if they happen to strike you, and are often difficult to avoid.

An irritating aspect of gameplay is the tediously slow rate of movement. Jerking forward like a

●Omygosh!! Lone Wolf gets his ass kicked...literally. His evil reflection gives him a sharp kick in the botto, but with a quick turn you can dispatch the fiend.



LONE WOLF

AUDIOGENIC ■ £10.99 cass, £14.99 disk

ing arts and now spends all his weekends in the garage, tinkering with magic and sorcery. Just when he's getting quite good, a nasty group of evil magicians decide to try to destroy the world again. This time using an evil demon who lives in a mirror.

Lone Wolf discovers that the mirror has been broken into seven fragments. Each fragment has become a smaller part of the demon. These mini-demons must be destroyed. Only Lone Wolf is cool enough to do it. However, all of the seven mini-demons are hidden in their own goon-infested towers.

Lone Wolf has to make his way to the end of each tower and destroy the nasty demon, who is a reflection of Lone Wolf's own dark side and is just as skilled in combat as he is.

Lone Wolf, being a typical barbarian magician, is equipped with a sword and a plethora of magical tricks 'n' tactics. Rippling muscles and fiery magic won't be enough, though—jumping and leaping skills are also called for.

Basically, *Lone Wolf* is a platform arcade adventure with a hint of hack 'n' slash thrown in for good measure. The hero moves from screen to screen, avoiding or destroying the various baddies he encounters. Actually, the baddies don't vary too much. Your main prob-

lem is particularly lethargic slug, the Lone Wolf sprite is hardly a sight to inspire knee-trembling excitement.

And when climbing ladders, be very careful that the only direction you push is straight up. Even the slightest hint of a diagonal will send you tumbling to the very bottom of the ladder, which could be two or three screens away...very frustrating.

The graphics are very dull, bland platforms and dodgy sprites. The backgrounds are extraordinarily uninteresting.

Just the odd bit of brickwork here and there, and little in the way of atmosphere or style.

The fighting sections are reasonable, but again the sluggish animation spoils things. The two fighters look identical in all but colour.

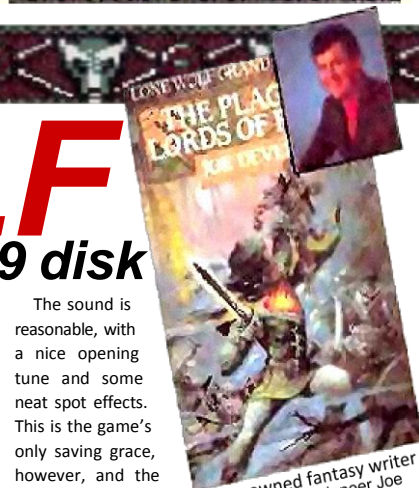
This fact is loosely explained in the plot, but the more cynical among you might have other ideas...

The range of moves is quite extensive, with a variety of sword moves, kicks, and punches. The various magical abilities can be called into play at this

point, but your opponents can also make use of these. It is most annoying when the dude you are fighting suddenly vanishes, reappearing behind you with a nasty sword move.



●Incredible warrior king, dark magician, and barbarian killer...so why is he crying like a big wet sissy?



●Renowned fantasy writer and polo neck pioneer Joe Dever, pictured with his creation.

Lone Wolf is a waste of a license with very few saving graces and little in the way of lasting appeal. Avoid.



Fink O'Connor

SECOND OPINION
"Lone Wolf is appalling. Horrible, chunky graphics and crushingly dull gameplay make for a truly dire berth indeed."
Adam Waring

FIRST DAY TARGET SCORE

Beat the first two guardians

LONE WOLF VERDICT

GRAPHICS 51%

Drab sprites, dull backgrounds, and slow animation; no real appeal whatsoever.

SONICS 70%

Nice spot effects and a decent intro tune, it's a fun sounding game...

GRAB FACTOR 41%

Oh dear, it's far too slow to garner even a hint of real interest.

STAYING POWER 40%

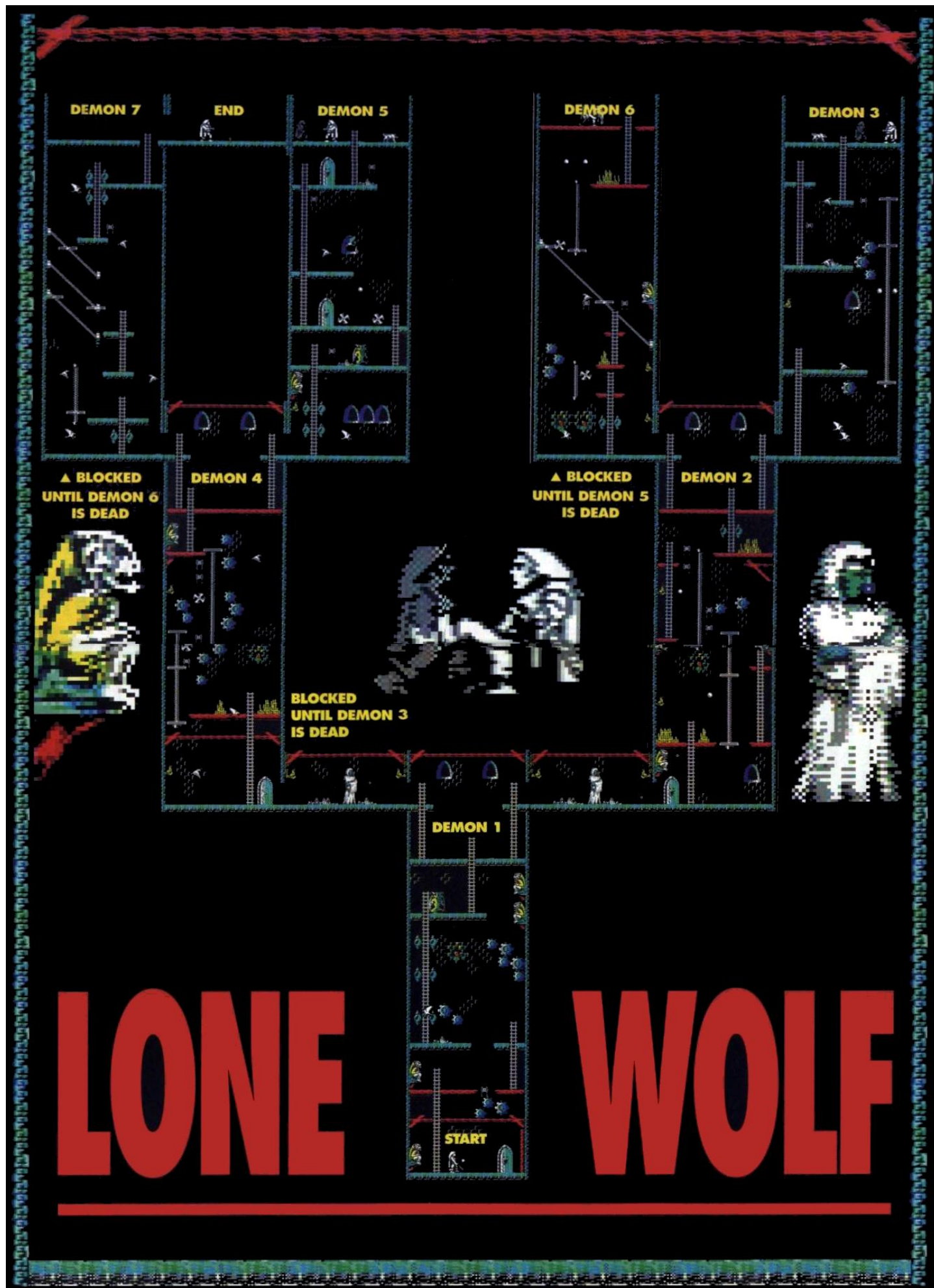
Very "samey" gameplay and poor graphics make this ultimately resistible.

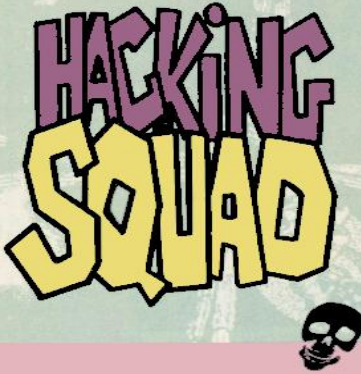
RATING 42%

The 'free' book gives this game a little VFM, but not enough to justify the price.




●Lone Wolf scales the sacred ladder of Gxwarnnar. Those statues on the left spit fire and should probably be avoided.






LONE WOLF
60214,24 – Infinite lives



Lone Wolf, infinite lives are really useful



PRACTICAL POKES

How do you get JON NORTH'S attention? Give him a poke! (Sorry!)

POKERAMA 67

LONE WOLF – 60214,24 infy lives.

MULTIFACE POKES:

(Cover Tape in Sinclair User issue 119)

DESCRIPTION

Infinite Lives (48K)

POKE(s)

60214,24

Full Game:

DESCRIPTION

48K:

Infinite Energy

Immunity

POKE(s)

55617,0:57045,0:58028,0

55600,24:57019,24:58010,24

128K:

Infinite Lives

Infinite Energy

Immunity


Birds Die

34980,24

38823,0:40366,0:41419,0

38806,24:40340,24:41401,24

40144,0 (Sinclair User #128—Oct. 1992)



**Got a gamesnag?
See a specialist!**

LONE WOLF

"How do you get up the right hand side to fight demon no. 2?" asked Stuart Richards, gnawing through his fingernails and moving onto his trousers, carpet, and finally the patio doors. "There are two lifts," he continued, "but I can't get past the fans – I just keep falling down."

Fortunately **John "Not Colm" Larkin** dropped me a line to assure me that shiver me timbers, it was possible after all. How John?

"To get past the lifts, you must first of all set off the trap overhead by walking under it and then rolling back quickly. About three seconds later the lift will come down. Stand under where the trap was and jump on the lift. As you go up the lift you'll see two traps on either side. The minute the trap comes level with these, jump left. You'll land safely on the other lift."

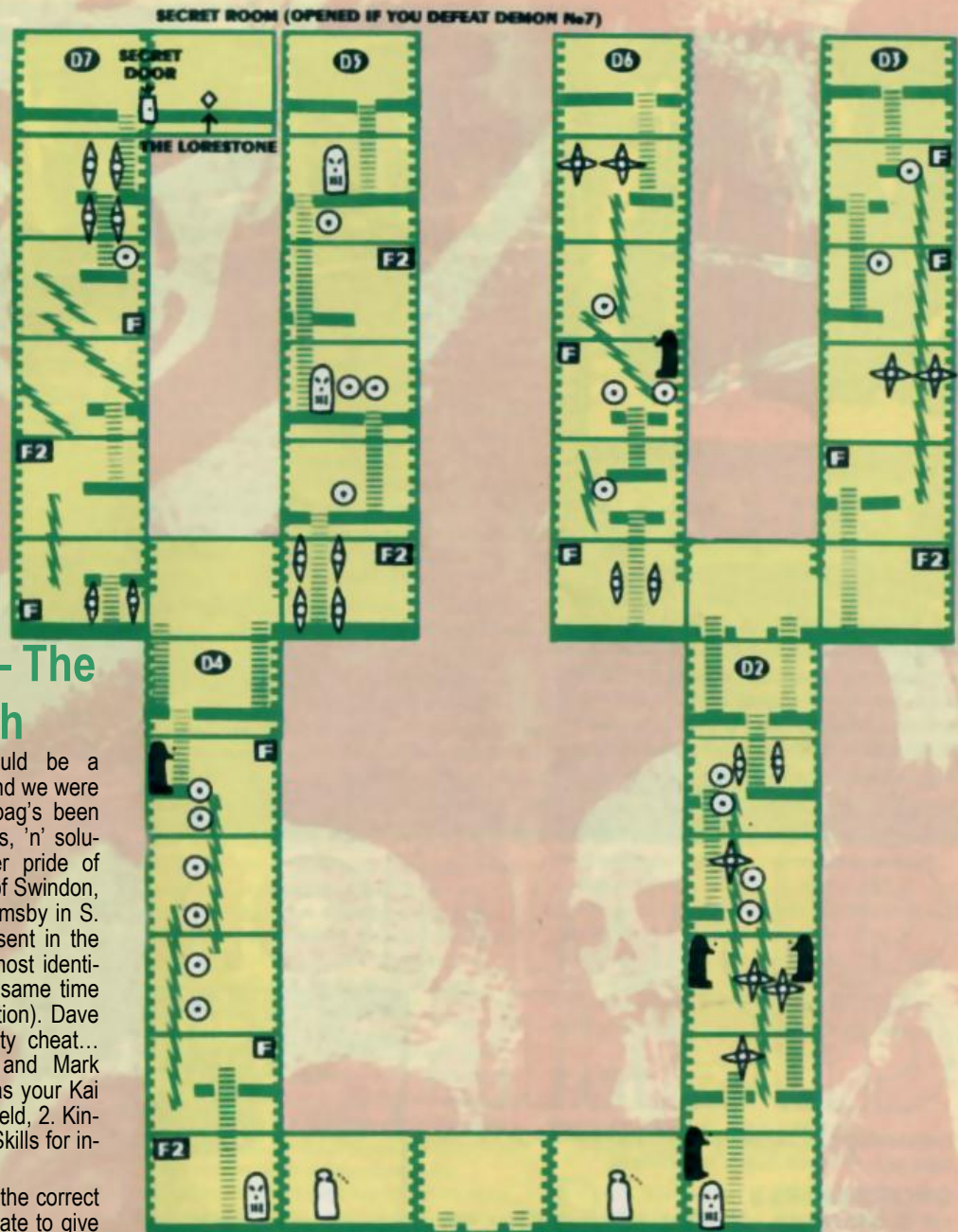
Fabuloso – but John continues: "Make sure you take Healing as one of your skills." And he has a small Haylp, too. "How do you get past the snake-thingy halfway through the second level of *R-Type*?" To kill the snake, shoot the round bits. To kill the mega-nasty, shoot the glowing blob. And if you miss, don't tell him I told you so.

MAP

LONE WOLF – The Mirror of Death

Well, we thought this would be a popular title for the Great 8 and we were right. This month the mail bag's been simply bulging with hints, tips, 'n' solutions to the game. However pride of place goes to Mark Derham of Swindon, Wilts. and Dave Smith of Grimsby in S. Humberside, both of whom sent in the following map (they were almost identical and were opened at the same time so they both deserve a mention). Dave claims to have an invincibility cheat... but we don't believe him and Mark reckons you should choose as your Kai Skills the following: 1. Psi Shield, 2. Kinship, 3. Healing, 4. Weapon Skills for invincibility.

You must engage in battle in the correct order or the lifts will not operate to give you access to the final conflicts.



KEY

- ||||| LADDER
- WALL
- SPITTING DOOR
- LARGE SPITTING STATUE
- LIFT SHAFT
- DEMON IN THIS ROOM
- CHAINSAW
- FLOOR
- SMALL SPITTING STATUE
- DROPPING TRAP
- ELECTRICUTORS
- ROOM WITH FLYING THING IN IT

D1,D2,D3,D4,D5,D6,D7:
FIGHT THE DEMONS IN THIS
ORDER

HACKING SQUAD



LONE WOLF

Some of you may have read Jon's rather stonking review of this a couple of issues back. "What an ideal candidate for a Tip of the Month," we thought, and swiftly persuaded Leigh Loveday to come up with a complete solution and map for us. And here it is. Over to you, Leigh...

THE COMPLETE SOLUTION

Up ladder, r, jump blades, up ladder, wait for Krow to pass, kill Krow, jump l over gap, up ladder all the way (watch out for flashing globes), r, up ladder, kill 1st demon, up r ladder, r, roll through monk screen, r, up ladder, wait for lift, jump onto lift, up all the way, jump l onto next lift, up, jump r onto platform, up ladder (watch globes), kill 2nd demon, up r ladder, r, kill Krows, up ladder, wait for Krow to pass, up ladder, kill Krow, jump r onto lift, jump l over blades onto platform, kill Krow, up ladder, kill 3rd demon. Tower completed.

Down ladder, kill Krow, fall l off platform, kill Krow, fall r off platform, kill Krow, fall l down ladder (watch globes) take lift down, fall l, down ladder, l, roll back through monk screen, fall l, up l ladder, roll l through monk screen, kill Krows, up ladder, (wait for Krow to pass), kill Krow, jump l onto lift, up, jump r onto next lift, up, kill Krow, jump l, up ladder, kill 4th demon, up r ladder, r, kill Krows, up ladder (watch globes), wait for gargoyle to stop spitting, up, roll r past blades, up ladder, roll l past blades, up ladder, kill Krows, up ladder (watch blades), r, up ladder, kill 5th demon. Tower completed.

Down ladders, kill Krows, l, fall r, r, down ladder, l, down ladder (watch gargoyle and globes), kill Krows, l, fall l, down ladder, kill Krow, take lift down, fall r, kill Krow, down ladder, kill Krows, r, roll r through monk screen, fall r, up r ladder, roll r through monk screen, r, up ladder, take lift up, jump l onto next lift, up, jump r onto platform, up ladder (watch globes), up l ladder, l, kill Krow, up ladder (watch globes), jump l onto lift (watch blades), up, jump r, up ladder, kill Krow, jump r onto diagonal lift, up (watch blades and gargoyle), jump r onto next lift, up, jump r, up ladder, kill 6th demon. Tower completed.

Down ladder, jump l onto lift, down, fall l all the way to the bottom, kill Krow, r, fall r, down ladder (watch globes), l, take lift down, fall l, down ladder, l, roll back through monk screen, fall l, up l ladder, l, roll l through monk screen, kill Krows, up ladder (wait for Krow to pass), kill Krow, jump l onto lift, up, jump r onto next lift, up, kill Krow, jump l, up ladder, up l ladder, l, kill Krow, up ladder (watch globes), jump l onto lift, up, kill Krows, jump r, up ladder, jump l onto diagonal lift, up, jump r onto next diagonal lift, up, jump r onto next diagonal lift, kill Krow, up, jump r, up ladder (wait for Krow to pass), up (watch globes), kill Krow, r, up ladder, beat up the 7th and last demon (use any Disciplines you've got left) and - tan-taraaahhh - the r wall opens up.

Walk through and Lone automatically goes to pick up the Lorestone. Then you get a jolly little (very little) ditty and it's "Game Over, Press Fire To Continue" (worrant anticlimax!). But then, when you try to enter your name in the (ahem) "Kai Score Table" (yeesh!), the spirit of Gorazh

gets its vengeance! (At least, I assume that's what it was 'cos the blimming thing crashed on me.)

THE DISCIPLINES

Psi Surge Batters away your opponent's Endurance, but doesn't last long, and you're usually attacked when you do it. **Mindshield** Defence against enemy's Psi Surge. Not vital, but can save you a good bit of energy. Use it when the demon starts putting his hands to his head.

Animal Kinship Calls up the image of a wolf which paralyses the enemy for a bit.

Invisibility Makes you flickery and insubstantial. Demons can't see you (but they still hack away anyway) and Krows don't hit you off ladders so much. Good.

Sixth Sense A dinky little sequence which shows you which route to take after you've killed a demon. Would be useful if I hadn't already mapped the thing out for you!

Healing Essential. Gives you lives when you use it with a demon present (tricky).

Divinity Makes a demon reappear if he turns invisible. Hardly vital - just hack until he decides to reappear again (not long).

GENERAL TIPS

- Try to keep to the middle of lifts to avoid falling spikeballs. (Move to one side if blades get in the way.)
- The statues are harmless (I think).
- Punching is fastest in combat
- You have to jump onto lifts from platforms - you can't walk onto them.
- It's faster to fall down ladders (press Fire) than climb.
- Punch the Krows - it's much easier.

THE MONSTERS

Gargoyles Sit on their ledges and gob fireballs at you. They leer before they spit, but you can't kill them.

Doorknockers Faces in doors that spit at you, but this time they spit left and right. You can't duck under the fireballs, so get out of range. You can't kill these either.

Monks Big white dudes who stand in the middle of the room and gob both ways. You can't slaughter them in cold blood so it's best to roll through the room.

Krows Harbingers of death and evil. They come in ones and twos and follow a series of flight patterns. Splat 'em.

Demons The biggies. Flickery versions of yourself, and mean too. Just go mad and hack all over the place, and use the top/middle block when the going gets hard. (Or run away.) Use Weapon Skills on the lesser ones (about 1-4) and Kinship on the higher ones.

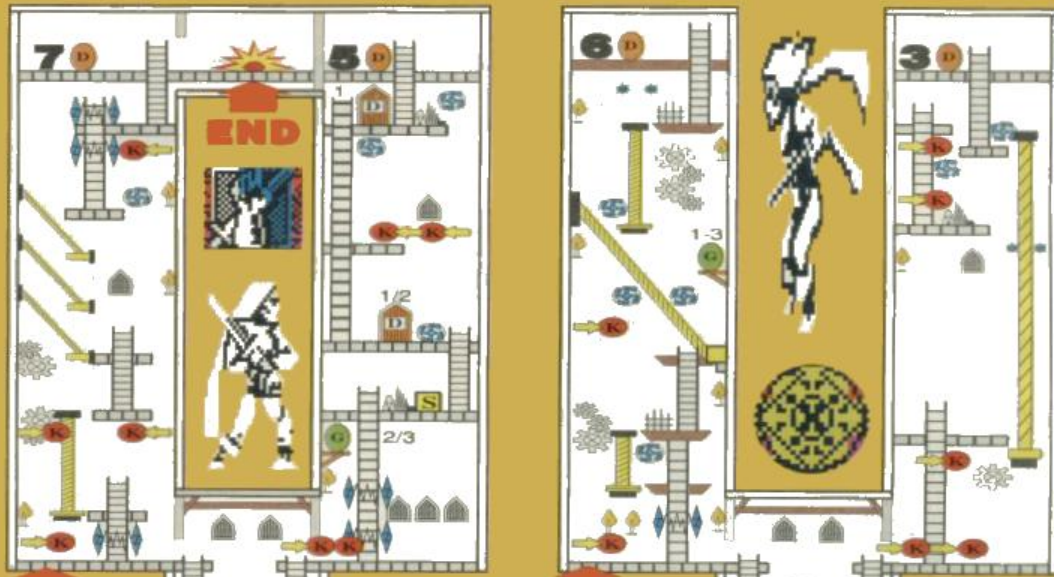
THE TRAPS

Whirling Blades They usually spin at irregular intervals and cut chunks off your Endurance. Roll past them when they stop.

Spark Globes At either side of the ladders, they flash and let rip with energy bolts.

Spikeballs Rotating white spheres that hang in mid-air and drop on you as you pass below. Either roll under them or trigger them and quickly move back.

And you can't put it plainer than that. Thanks, Leigh!



THIS SCREEN IS
BLOCKED UNTIL
YOU KILL
DEMON No 6



THIS SCREEN IS
BLOCKED UNTIL
YOU KILL
DEMON No 5



THIS SCREEN IS
BLOCKED UNTIL
YOU KILL
DEMON No 3



THE KEY

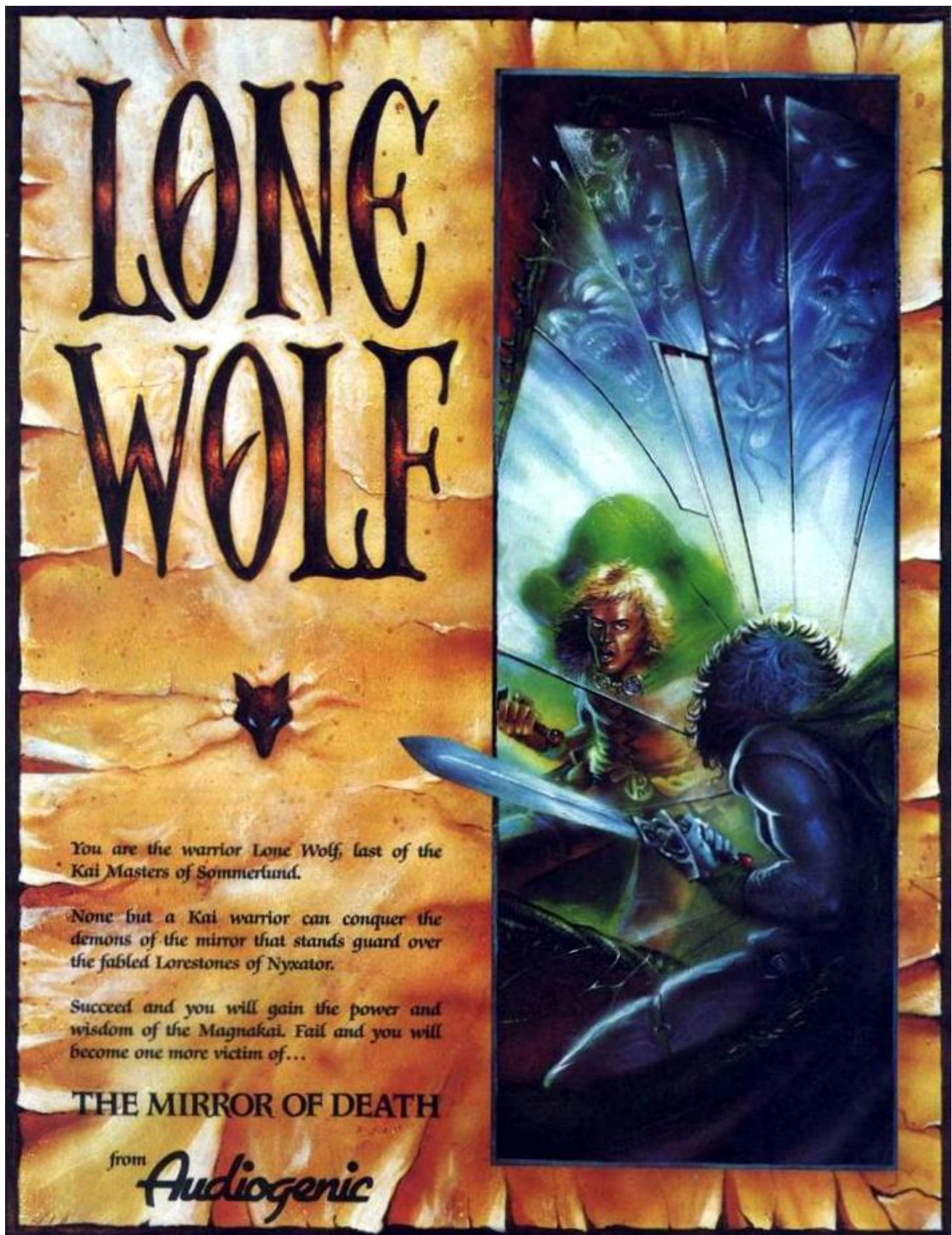
- G - GARGOYLE (NUMBER SHOWS NUMBER OF SHOTS AT A TIME)
- M - MONK
- D - DOOR WITH DOORKNOCKER (NUMBER SHOWS SHOTS AT A TIME)
- D - DEMON (NUMBERED IN ORDER YOU HAVE TO KILL THEM)
- K - KEY (ARROW SHOWS FIRST POINT OF ENTRY)
- W - WHIRLING BLADES
- S - SPARK GLOBES
- S - SPIKE BALL
- C - COG
- W - WINDOW
- C - CANDLE
- T - TORCH
- L - LIFT
- D - DIAGONAL LIFT
- L - LADDER
- S - STONE PLATFORM/FLOOR
- S - STONE WALL
- W - WOODEN PLATFORM
- B - BONES
- L - LORESTONE



START



The Mirror of Death Advert



LONE WOLF

You are the warrior Lone Wolf, last of the Kai Masters of Sommerlund.

None but a Kai warrior can conquer the demons of the mirror that stands guard over the fabled Lorestones of Nyxator.

Succeed and you will gain the power and wisdom of the Magnakai. Fail and you will become one more victim of...

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from *Audiogenic*

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ATARI ST/CBM AMIGA/IBM PC (CGA/VGA) £19.95

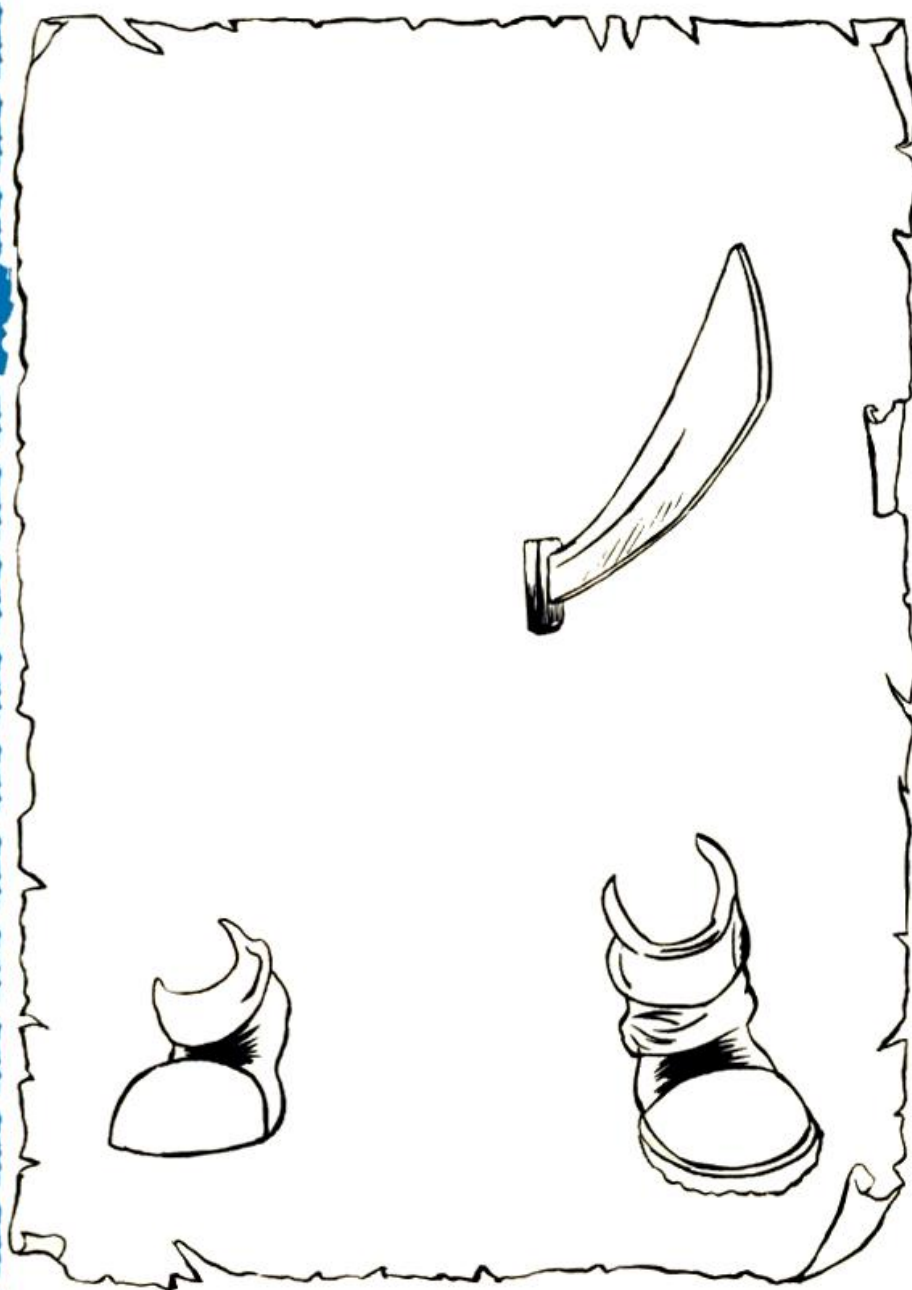
Audiogenic Software, Winchester House, Canning Road, Harrow HA3 7SJ Tel 01-861 1166



THE LONE WOLF

Take home this super Sharp QT43CD complete entertainment outfit and a whole host of fantastic signed Lone Wolf clobber thanks to **SU and Audiogenic!**

34



Ha ha! So you thought last month's compo was the absolute in fab

prize give-aways did you? Well take a little look at the bee-ootiful piece of micro-circuit technology here and think again!

The more informed among you will instantly recognise this item as the rather exclusive Sharp QT43CD. And you'll not need telling that it is the end to all home entertainment misery.

Encapsulated in its tiny, almost pocket-sized (Are you sure?—JD) frame are housed a myriad of glorious features.

For a start there's a multi-band stereo radio, so you can listen to Shostakovich's Eleventh Symphony in all its glory, or Kylie Minogue in all her, er, mini skirts. Then there's not ONE, but TWO stereo cassette decks. Play tapes! Records things! Copy tapes (but mind the copyright laws!). As if that wasn't mind-blowing enough, the QT43CD also features, yes you guessed it, a Compact Disc player with a whole host of hi-tech programming features much too brain-boggling to go into! Now you can experience the crystal-clear quality of CD through the QT43CD's thumping great sereo speakers.

Worth over £200, the QT

WOLF COMPO



(probably stands for Quite 'Triffic) 43CD will go to the first prize winner of our fab compo.

"And what," you may well ask, "on earth has a miracle of modern technology like this got to do with the release of Lone Wolf?" And we'd answer that yes, fair enough, it's got nothing at all to do with the game, but so what?

Items that have got rather a strong link to the game is the other part of the compo prize which are signed copies of the two new Lone Wolf books. Both Joe Dever and John Grant have inscribed their valuable monikers on TEN copies of both *Eclipse of the Kai* and *The Dark Door Opens*.



You may also fancy yourself in one of the TEN Lone Wolf T-shirts we've got up for grabs. What You Have To Do:

Look at this rather mysterious expanse of whiteness here. Just screaming to have something drawn on it, isn't it? Well, here's your chance. We want you to design, sketch, and draw your worst nightmare in the monster stakes, a foe tough enough even to make Lone Wolf have trouser traumas. It doesn't matter if it's black and white or colour, just so long as it's fab. There are no age range specifications—we're not Blue Peter. So get sketching and may the most bizarre and warped imagination win. Sorry, we cannot return your entries.

Finished? That was quick. Right, cut out your pic, write your name and address on the coupon, and send it to: "Watch Out! There's a horrible Monster In This Envelope!" Sinclair User, Priory Ct., 30-32 Farringdon Lane, London EC1R 3AU.

The Rules:

EMAP and Audiogenic staff aren't allowed to enter the compo. Neither are people who find polar bears frightening, or people who are currently completing a six-year scholarship at the Royal Academy of Doing Good Pictures. Closing Date: August 31st.

Name

Address:

.....

.....

COMPETITION WINNERS



LONE WOLF COMPETITION

We thought you'd like to see the winning picky from our "Watch Out! There's a Monster in This Envelope" compo from way back. So here is is—nice one Michael Barker of Wigan.

JUNE 1991 NO. 112
£1.85

SU

LONE WOLF EXCLUSIVE

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For ALL Spe

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12 PIECES
OF CODE...
7 FULL
GAMES

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ENIGMA TAPE
MAGAZINE WITH NEWS,
REVIEWS & A WORD
PROCESSOR/DTP
SOFTWARE UTILITY AND
HYPERPLANE
PLUS GAME.
DETAILS PAGE EIGHT

12 PACK DOUBLE DARE DEMO, REVOLUTION, HIGHWAY 4, COLLISION
COURSE, CEASEFIRE, OUT FOR THE COUNT, POKES & TIPS AMAZING.
PLUS THE ENIGMA TAPE MAGAZINE, CONTAINING A DTP/WORD
PROCESSOR UTILITY & THE GAME HYPERPLANE PLUS

SU READERS' OFFER

BUY TWO FAB AND GROOVY GAMES FOR £17.98 (inc. postage) AND GET ANOTHER ONE FREE! (Swoon!)

Sinclair User has secured an exclusive deal with those well known philanthropists at Audiogenic especially for you, our lucky, lucky readers!

Audiogenic, who have been releasing some excellent games on the Speccy lately (they've all received *SU* awards, for goodness sakes!) are offering *Helter Skelter* and the incredible *Lone Wolf* (including the free *Lone Wolf* role-playing adventure book *The Plague Lords of Ruel*) at the once-in-a-lifetime price of £8.99 each. However, that's not all, because if you buy the two together, you will also get an amazing extra game—of either *Exterminator* (128K only) OR *Emlyn Hughes International Soccer* absolutely free. (Swoon!)

Three games for the price of two, plus the special promotional book for only £17.98 is a deal not to be refused. But hurry, because our special offer is only open until 31st July and only to *SU* readers, so don't delay!

YES PLEASE!

I'm not at all stupid and I want to take full advantage of this tremendous offer. So please rush me:

HELTER SKELTER and LONE WOLF (complete with free book) for the ridiculous price of £17.98. I also want my free game to be EXTERMINATOR/EMLYN HUGHES INTERNATIONAL SOCCER (delete the one that you DON'T want).

I enclose a Postal Order/Cheque payable to Sinclair User for £17.98

WELL, ONE JUST THE

I'm stupid, but not so stupid that I don't want to save money on a single game, so please rush me...

* HELTER SKELTER/LONE WOLF (delete the one you DON'T want!)

I enclose a Postal Order/Cheque for £8.99 made payable to Sinclair User.

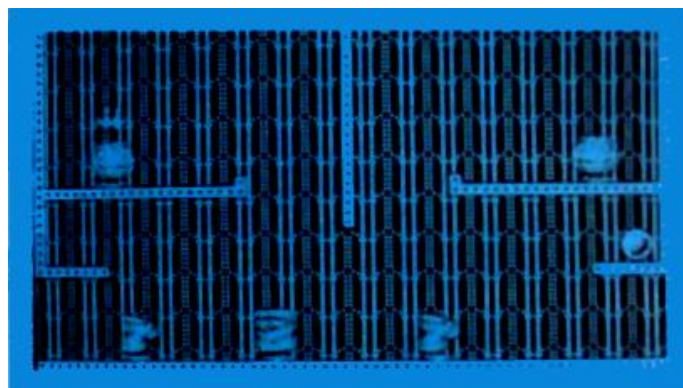
All orders will be dispatched within 1 week of receipt. And so that you know it will happen, just send the dosh and this order to:

SU READER OFFER, SU Towers, Priory Court, Farringdon Lane, London EC1R 3AU. And we'll make Steve "I'm not-so-keen" Keen look after your order—and if anyone's game arrives late, Steve will be ceremoniously burnt at a stake in a late night ritual on the roof of SU Towers!



LONE WOLF

This incredibly graphic adventures includes fantastic sound and taxing gameplay, being awarded an S.U. Gold in the June issue. Battle the gargoyles and combat the underworld Guardians and other foul creatures in this in-depth arcade classic; but don't forget it's only a game!



HELTER SKELTER

This totally hectic game could send you thoroughly mad. You are Billy the bouncing ball, trapped in a mysterious land crawling with monsters. By bouncing on the beasts' heads you can kill them, but beware if you trounce their bonces in the wrong order they will split in two, doubling your problems. Lots of features are to be had as well as various foes. You can bounce with a friend (oo-er!) or team up against the creatures. Great fun, and crucially comic.

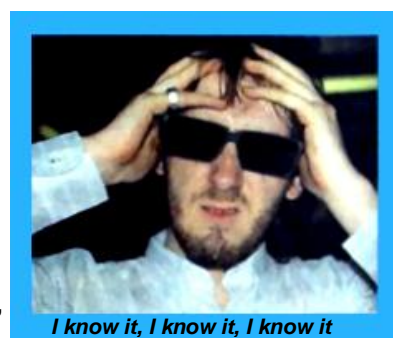
EXTERMINATOR (128K only)

Another S.U. Gold, *Exterminator* pits you against hordes of disgusting bugs in a 3D scenario. As an extremely well armed pest controller, you have to rid various households of their infestations. Amazing detail has gone into the animation of the hand, the tool of your trade, and this spills over into the entire game itself. I'd buy this myself if it wasn't free!



EMLYN HUGHES INTERNATIONAL SOCCER

Oh, I know, I know, I know, I know, I know this one, It's on the tip of my tongue... Well, old Emlyn may have a bit of a memory problem, but his game doesn't. Fully compatible with 48 and 128K Spectrums, EHS has you playing football and more. You choose your team for each game, selecting players having different statistics of skill, stamina, and general footballiness.



I know it, I know it, I know it

LONE WOLF BOOK OFFER

You've got the Lone Wolf game—now get a fabulous Lone Wolf book. The Lone Wolf adventures are a unique fantasy gamebook series—each episode can be played separately, or you can combine them all to create a fantastic role-playing epic.

Whether you're at home, at school, on the bus, or on a Ruel, you'll have great fun playing *The Plague Lords of Ruel*, the thirteenth book in the series.

Send a cheque or postal order for £3.99 made out to Audiogenic Software Limited to:

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Payments can also be made by credit card (Access or Visa)—remember to state full details including your name and address, the card number, and the expiry date. Allow 28 days for delivery (we have to say that—but you should get your book within a week). Postage & packing free within the U.K., add £1.00 for other countries.

FREE PRESENTATION BOX

When you order your book we'll send you, absolutely free of charge, a Lone Wolf box (just like the ones Audiogenic use to package the game) in which you can keep your book AND your fab *Sinclair User* cover tape featuring *Lone Wolf—The Mirror of Death*.

What a great combination—brought to you by *Sinclair User* and Audiogenic!!!!

PLUS—WIN AUTOGRAPHED COPIES OF THE *LEGENDS OF LONE WOLF*

Send your name and address to Audiogenic (or order the book) and the first person out of the hat will win copies of the first two books in the *Legends of Lone Wolf* series, personally autographed by co-authors, Joe Dever and John Grant. Book 1 is entitled *Eclipse of the Kai*, Book 2 is *The Dark Door Opens*, and they chronicle the mighty struggle for control of the mythical world of Magmamund.

LONE WOLF

Now you can relive the adventures of LONE WOLF in a great new computer game from Audiogenic Software. Available for all popular home computers on either cassette or disk from all good computer shops, or direct from Audiogenic by post.



For more details, or to place an order, write to Audiogenic Software Limited, Winchester House, Canning Road, Harrow HA3 7SJ.

Audiogenic Software, masters of the computer game, have joined with Joe Dever to bring the magic of Lone Wolf to your home computer



LONE WOLF COMPUTER GAME!

You are Lone Wolf – the last Kai Master – sworn avenger of your warrior ancestors, the Kai Lords of Sommerlund. Your quest to restore the Kai to their former glory takes you in search of the Lorestone, a Kai gem of power, known to be hidden somewhere in the sinister tower fortress of Kazan-Gor.

The Mirror of Death is a superb action-packed arcade game. Armed only with a sword and four chosen Kai Disciplines, you fight your way through the tower stronghold of Kazan-Gor in a fantastic adventure that will test your skills to the limit.

Choose your skills wisely, for you will need them all in your quest in this the ULTIMATE COMBAT ADVENTURE!

HOW TO ORDER

Lone Wolf – The Mirror of Death is available on cassette for Commodore 64, Spectrum, Amstrad CPC, BBC, and Electron computers from:

**Lone Wolf Reader Offer
Audiogenic Software Limited
Winchester House, Canning Road
Harrow HA3 7SJ**

Enclose a cheque or postal order for £9.95 made payable to Audiogenic Software Limited. Be sure to state which computer you own. Credit card orders (Access/Visa) can be accepted on 01-861 1166 between 9.15 and 6.30, Monday to Friday.

Lone Wolf – The Mirror of Death is also available on disk for Commodore 64, Amstrad CPC, BBC, Amiga, and Atari ST. Phone Audiogenic to check price and availability before ordering.

OTHER GREAT LONE WOLF SOFTWARE COMING SOON!

LONE WOLF



You are the warrior Lone Wolf, last of the Kai Masters of Sommerlund,

None but a Kai warrior can conquer the demons of the mirror that stands guard over the fabled Lorestones of Nyxator.

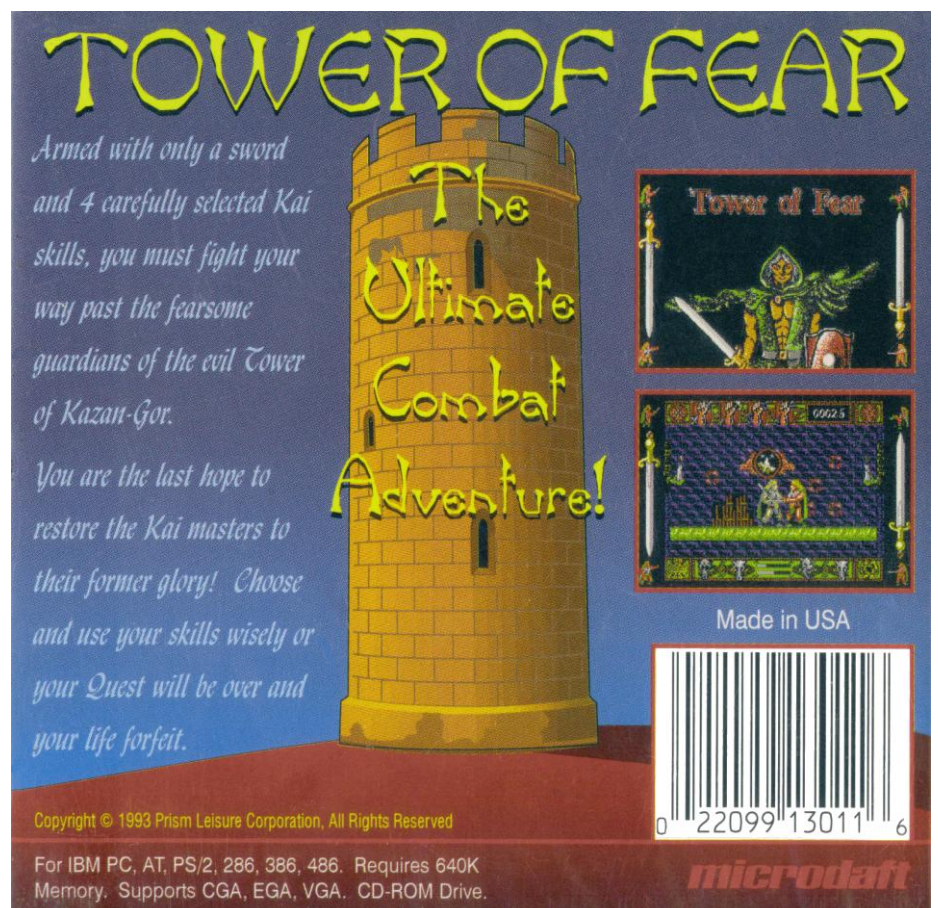
Succeed and you will gain the power and wisdom of the Magnakai. Fail and you will become one more victim of...

THE MIRROR OF DEATH

from *Audiogenic*



The Tower of Fear Cover Scans (1993 Re-release of *The Mirror of Death* for PC)



LONE WOLF AND THE ICE HALLS OF TERROR

*The most exciting adventure
of your life continues...*

Vonotar The Traitor still lives – can you survive the Ice Halls of Terror? You are Lone Wolf, the last of the Kai Lords. Shocking news has reached your homeland that Vonotar The Traitor still lives and now rules over the Ice Barbarians of Kalte.

The King has vowed to your people that Vonotar will be brought to justice for his crimes. But it is a promise that only you, Lone Wolf, can fulfil. In the ICE HALLS OF TERROR, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

Based on the best selling role playing Lone Wolf adventure
"The Caverns of Kalte" by Joe Dever and Gary Chalk.

Spectrum 48K £9.95 Commodore 64 £9.95

dealer enquiries to Doug Fox on 01-387 2811

Hutchinson Computer Publishing 17-21 Conway Street London W1P 6JD



The Ice Halls of Terror

Lone Wolf—The Ice Halls of Terror was advertised in the Lone Wolf Club Newsletter Summer Special of 1985. The text of the advertisement read as follows:

LONE WOLF AND THE ICE HALLS OF TERROR

The most exciting adventure of your life continues... Vonotar the Traitor still lives—can you survive the Ice Halls of Terror? You are Lone Wolf, the last of the Kai Lords. Shocking news reaches your homeland that Vonotar the Traitor still lives. Safe within the indomitable ice fortress of Ikaya, he now rules over the icy continent of Kalte.

The King has vowed to your people that the evil traitor will be brought back to Sommerlund and made to stand trial for his crimes. But it is a promise that only you, Lone Wolf, can fulfil.

In THE ICE HALLS OF TERROR, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

Key features

- * 3D animation and graphics
- * a complete Lone Wolf adventure
- * uses a unique system of combat skills
- * multidimensional plot lines
- * for both the Spectrum 48K and Commodore 64

After a good deal of investigating, it has become clear that the game was partially written, but never actually released. **Jon Hare**, famous in the Amiga community as a founding member of Sensible Software worked on the game in 1985. We contacted Jon to see whether he could remember anything about the game.

"Lone Wolf and the Ice Halls of Terror was the second game that I ever did any work on and my first commission as a graphics artist. From what I recall I started working on it around June 1985 and all I was asked to do for it was a title screen on the Spectrum (which I completed and was the first title screen I ever designed). I seem to remember the title screen

was of a large green dragony wormy kind of thing with a number of bulgy eyes and its head poking out of an icy cave.

"The game was commissioned for development by LT software (based in Basildon, Essex) who also handled the development of Skyfox, Flyer Fox, Twister, Sodom the Sorcerer, and an early (unfinished and unpublished) version of International Karate.

"This was done literally in the first month of my game development career when I was 19, I did not know how things worked back then and did not pay attention to stuff like who the programmers were, in fact I don't think I ever saw the game running at all.

"As far as I am aware the development of this game was abandoned prior to its completion.

"I also have no idea where my work on this game is now... but as the first piece of game development I ever got paid for it will always have a special place in my heart."

A 16-bit version of *Lone Wolf—The Mirror of Death* was never actually released for the Atari/Amiga computer formats, despite advertisements from the period and the instructions provided with the game indicating it was released on those formats, as well as the 8-bit MSX platform.

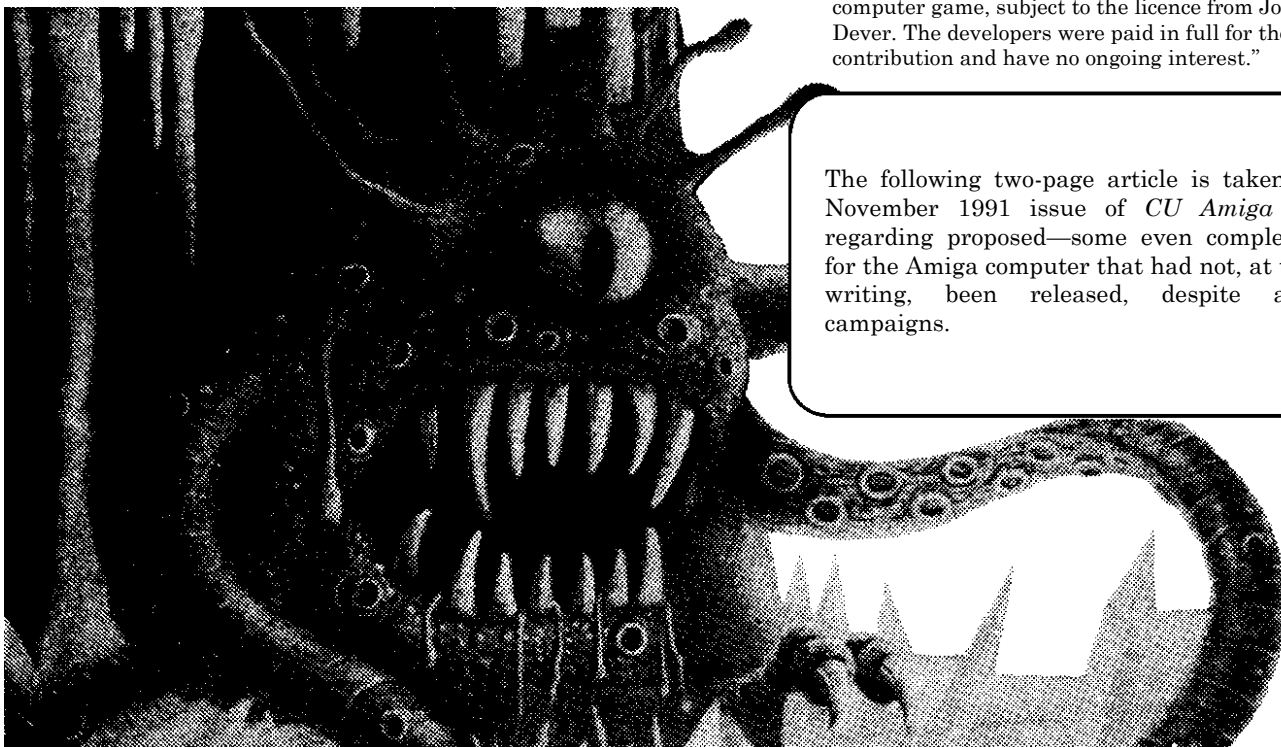
We contacted **Peter Calver**, Managing Director of Audiogenic Software, publishers of *Lone Wolf—The Mirror of Death*.

"Unfortunately 'Lone Wolf – The Mirror of Death' was not a great game. We began with high hopes, but the developers went out of business during the project, and the net result was a game that didn't come up to the high standards of other Audiogenic games. That said, I do understand the enormous enthusiasm for anything connected with Lone Wolf, and I remember how impressed I was with Joe Dever when I met him at his home in Essex (not far from where I now live).

"...It's possible we have stocks of other versions of the game – from memory the only other versions that were ever completed were the Commodore 64 and Spectrum.

"Audiogenic owns the entire copyright of the computer game, subject to the licence from Joe Dever. The developers were paid in full for their contribution and have no ongoing interest."

The following two-page article is taken from the November 1991 issue of *CU Amiga Magazine* regarding proposed—some even complete—games for the Amiga computer that had not, at the time of writing, been released, despite advertising campaigns.



GONE, BUT NOT FORGOTTEN...

With so many games released each month, it's not surprising that a few are fated never to appear – the Lord Lucans of the games world. Steve Merrett looks at a few classic cases and the reasons for their losses.

It is a fate that has befallen the likes of Freddy Krueger, Judge Death, and Desperate Dan, and one that was only just escaped by Bub and Bob of *Rainbow Islands* fame. What is it? The perilous world of unreleased games, that's what. The reasons for the scrapping of a product after months of development are manifold, but the main reasons are often down to lousy time-keeping by the programmer or the Soft Co. responsible folding. No company consciously wants to lose a product, but often certain factors make it impossible to release it, and, even after thousands of pounds are spent on ad support, the plug may still be pulled on a product.

One area where software houses strive not to lose out, though, is in the lucrative world of licencing. However, despite a series of major successes and dismal failures, this sub-genre has still seen a series of hot potential licences fall by the wayside. A classic example is U.S. Gold's signing of horror's greatest icon, Freddy Krueger, for a game based on his exploits in the *Nightmare on Elm Street* series of films. After releasing details of the licence and aiming for a September '90 release, interest at the U.S.



Gold promptly died out and the project was eventually scrapped. Quite why, nobody is sure, and in the States Nintendo's NES sports a rather nifty platform romp starring the razor-taloned killer, so what went wrong? According to a U.S. Gold spokesperson, they didn't want to get involved in a game based on a child killer, but fictitious Freddy hardly rates alongside Peter Sutcliffe or Charles Manson.

What's more, another potentially hot U.S.G. licence, this time based on those

perennial rockers, Iron Maiden, was announced and promptly shelved, too. Once again, this was supposed to enter the realms of the unknown, and was to star the band's mascot, Eddie, in a series of sub-games as he fought for the side of bad. Alas, his binary debut is put on hold – permanently.

Almost ranking with licences in the money-losing department are the games which were advertised as 'out now' but which, sadly, never quite made it. Late in 1989, Telecomsoft started a series



Oh dear, neither James nor Marilyn made it. A shame, as Jimmy had such potential as a car game.

of monochromatic ads, for the likes of *Tyger Tyger*, *Weird Dreams*, *Blazing Barrels*, and *Savage*. Of these, only *Weird Dreams* and *Savage* eventually turned up, courtesy of Microprose. However, one of the casualties lost during Microprose's buy-out of the many Telecomsoft labels was due to other, more personal reasons. *Dick Special* was set to revolutionise the (then) fledgling Amiga games market, and mark the return of *3D Ant Attack* coder, Sandy White. However, it wasn't a



Lost for love, Sandy White's stunning-looking *Dick Special* had genuine promise.



It's coming out. No. It's not. Then again... Ah, forget it! *Gremlin's Ramrod*.



Set in an ant colony with the player trapped, *Terrarium* obviously got lost in its own maze.



X-pected but never to appear. The Edge's rarely-seen *X-Men* licence.

reluctance to meet deadlines or the ensuing loss of the company, instead it was woman troubles that killed off Dick. Sandy's beloved's running off with the game's development manager sent the part-time sculptor into a massive depression and, eventually, out of the industry altogether. A pity, as this 3D arcade/adventure promised cartoon-quality graphics and animation long before Readysoft came on the scene.

Close behind Telecomsoft in the lost cause department

are Mirrorsoft, who announced a succession of original and interesting titles. Among these were the likes of *Dynamite Debugger*, *Terrarium*, and the much-hyped Jason Kingsley adventure, *Pallidin*. And, you've guessed it, with the exception of *Pallidin* (which was reviewed last month under its new moniker of *Blade Warrior*), the other two never made it. 'It's really annoying,' says Mirrorsoft's Cathy Campos, 'we spend a lot of money developing these things, only to be let

down by the programmer. After a while, and in the case of *Dynamite Debugger*, we just get cheated off. After all, there's only so much money we can pump into a project before it stops becoming financially viable.' On the other hand, it must be said that it is often the programmer who gets stuffed. Take Graftgold's Andrew Braybrook, for instance. For nine months he slaved away producing *Paradroid '90*, even going to the extent of taking the game round to the mags himself. The game was a real corker, deserving all the success its 8-bit counterpart attained, but with the collapse of Hewson the game's release was bodged and Braybrook and Co. never made the money they should have earned.

The list of lost games is endless and is a veritable *Who's Who* of software houses. On the licence front, casualties included comic heroes, including *Judge Death* (a corking licence if ever there was one), *The X-Men* (apparently, the programmer decked The Edge's Tim Langdell before storming out), and *The Dandy's* many characters. The latter, which was due to appear courtesy of Grandslam, actually had promise, too. Starring Brassneck, Desperate Dan and Corky the Cat, it was to be a series of arcade sub-games including Brassneck in a manic kitchen, and Corky solving picture puzzles, but it just faded away. Ocean were set to recreate a vast number of popular 8-bit coin-op hits at one point, too, including *Combat School*, *Renegade*, and *Gryzor*, but although they were advertised, *Renegade* was the only one that made it, and that was for export overseas only, and Ocean's Gary Bracey admits that *Combat School* and *Gryzor* were never farmed out.

Unreleased games are nothing new, and each new machine will have a series of 'coming soon's' that don't. Although the problem is still there, though, it's by no means as severe as when the Amiga was launched. However, it's still interesting to think of some of the games that sank without a trace...

SCREEN SCENE

THE A-Z OF UNRELEASED GAMES

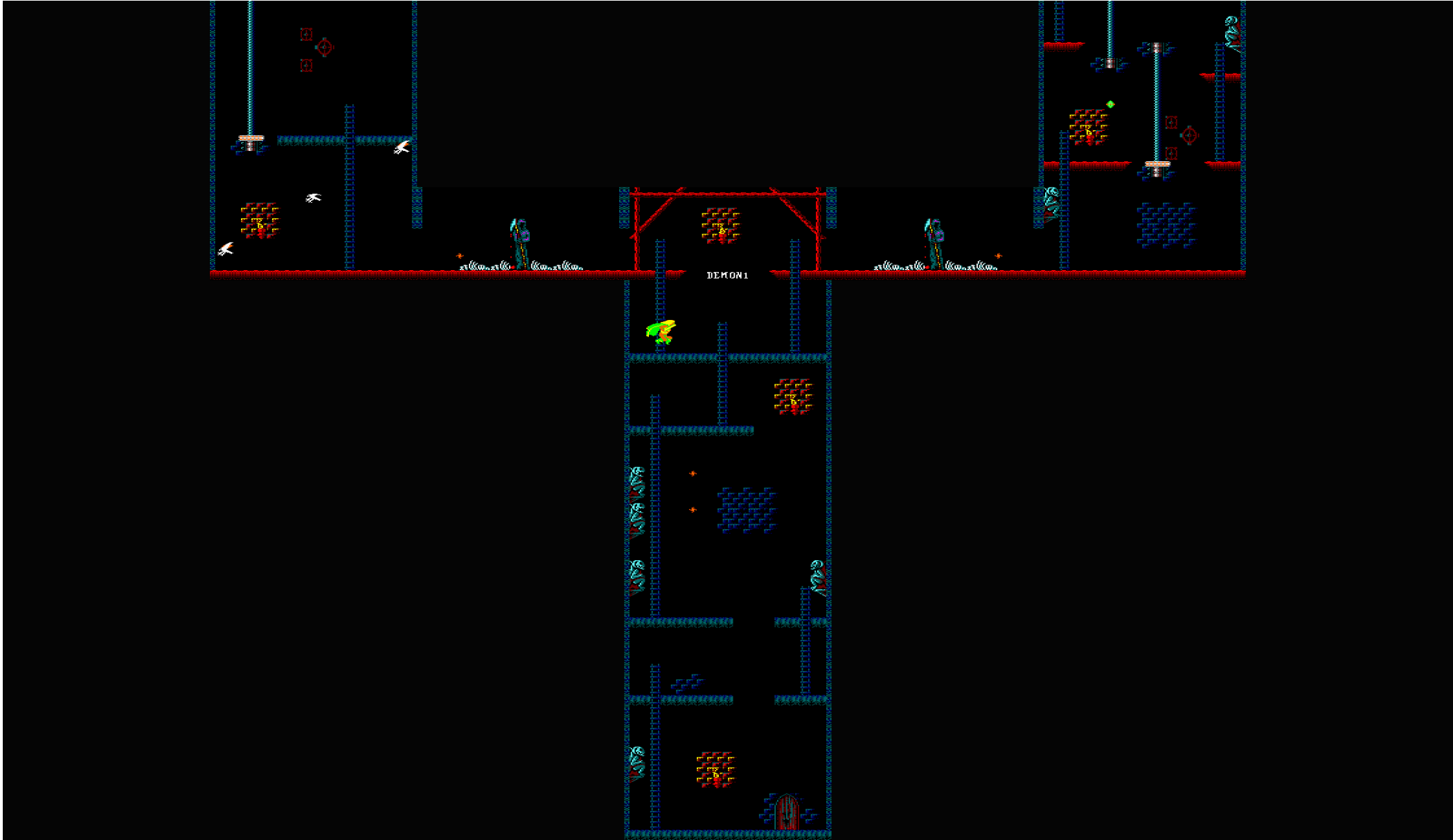


Ace Attackers – *Activision*
 A Nightmare On Elm Street – *U.S. Gold*
 Aquaventuro – *Psygnosis*
 Astounding Astral Adventures – *Palace*
 Atomic Lunch – *Herman Serrano*
 Bamboo – *Thalamus*
 Blazing Barrels – *Firebird*
 Broadsword – *Rainbird*
 Charlie Chaplin – *U.S. Gold*
 Combat School – *Ocean*
 Creepy Crawly – *Audiogenic*
 Crime Town Depths – *Mirrorsoft*
 Delta – *Thalamus*
 Dick Special – *Firebird*
 Die Hard 2 – *Grandslam*
 Driftlands – *Activision*
 Dynamic Debugger – *Mirrorsoft*
 EPT (AKA STAR and Frontier) – *Firebird*
 Exodus – *Activision*
 Gore – *Psygnosis*
 Gryzor – *Ocean*
 Guerilla War – *Ocean*
 HEL – *Thalamus*
 Hunter's Moon – *Thalamus*
 Insectivore – *Binary Design*
 Iron Maiden – *U.S. Gold*
 James Dean – *U.S. Gold*
 Judge Death – *Piranha*
 Lock On – *Activision*
 Lone Wolf – *Audiogenic*
 Marilyn Monroe – *U.S. Gold*
 Mors Cops – *Arcana*
 Monster Museum – *Palace*
 Ramrod – *Gremlin*
 Rastan Saga – *Ocean*
 Renegade Trilogy – *Ocean*
 Rimrunner – *Palace*
 Sanxion – *Thalamus*
 Secret Of Shark? – *Thalamus*
 Siege On London – *CRL*
 Skeltor (Paul Woakes) – *Novagen*
 Slam Dunk – *Virgin*
 Superthief – *Palace*
 Terrarium – *Mirrorsoft*
 The Abyss – *Activision*
 The Bobby Yazz Show – *Big Apple*
 The Dandy – *Grandslam*
 Vaux – *The Software Business*
 WEC Le Mans – *Ocean*
 X-Men – *The Edge*



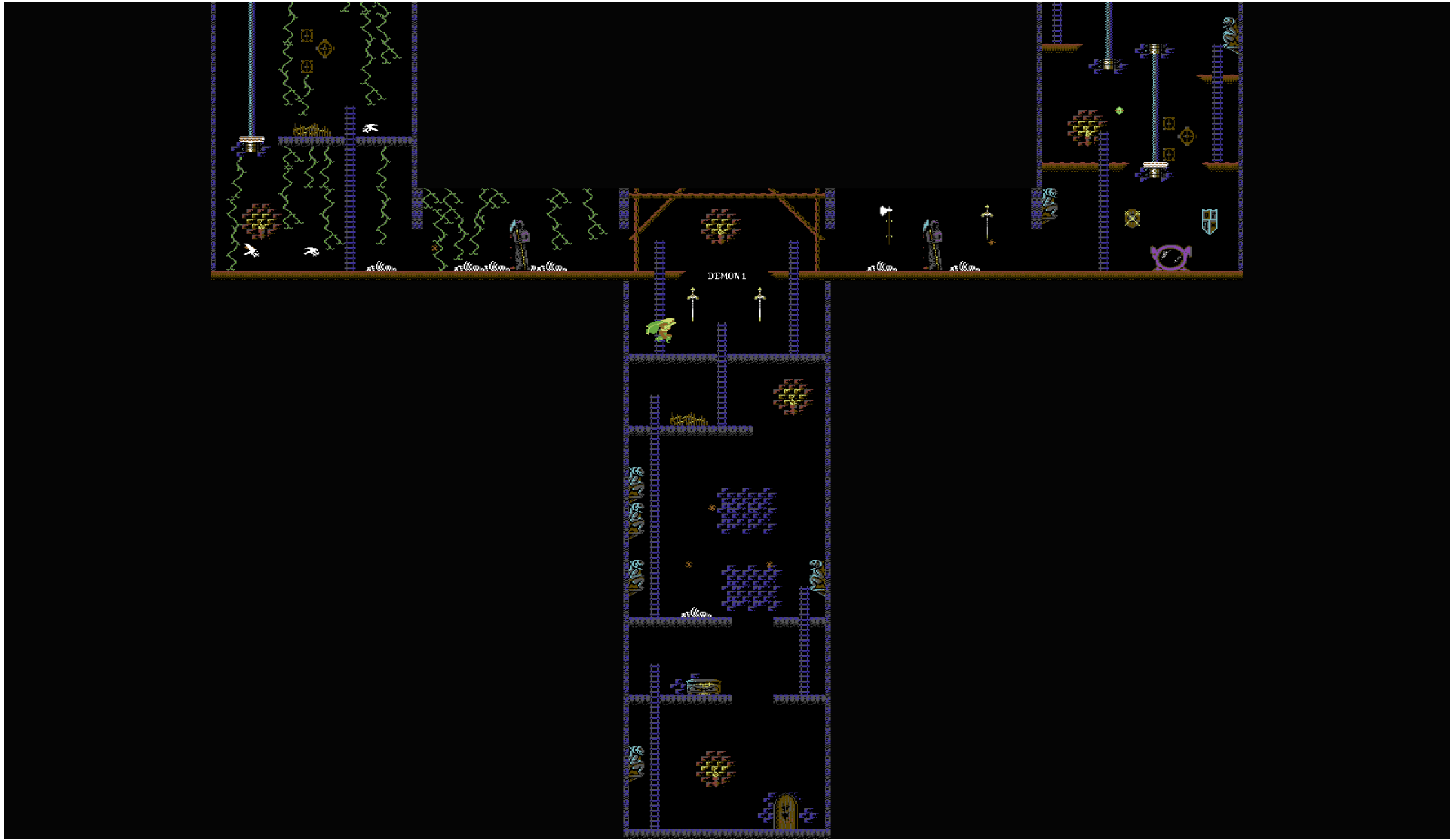
Lone Wolf—The Mirror of Death (Amstrad Solution Map)





Lone Wolf—The Mirror of Death (Commodore 64 Solution Map)



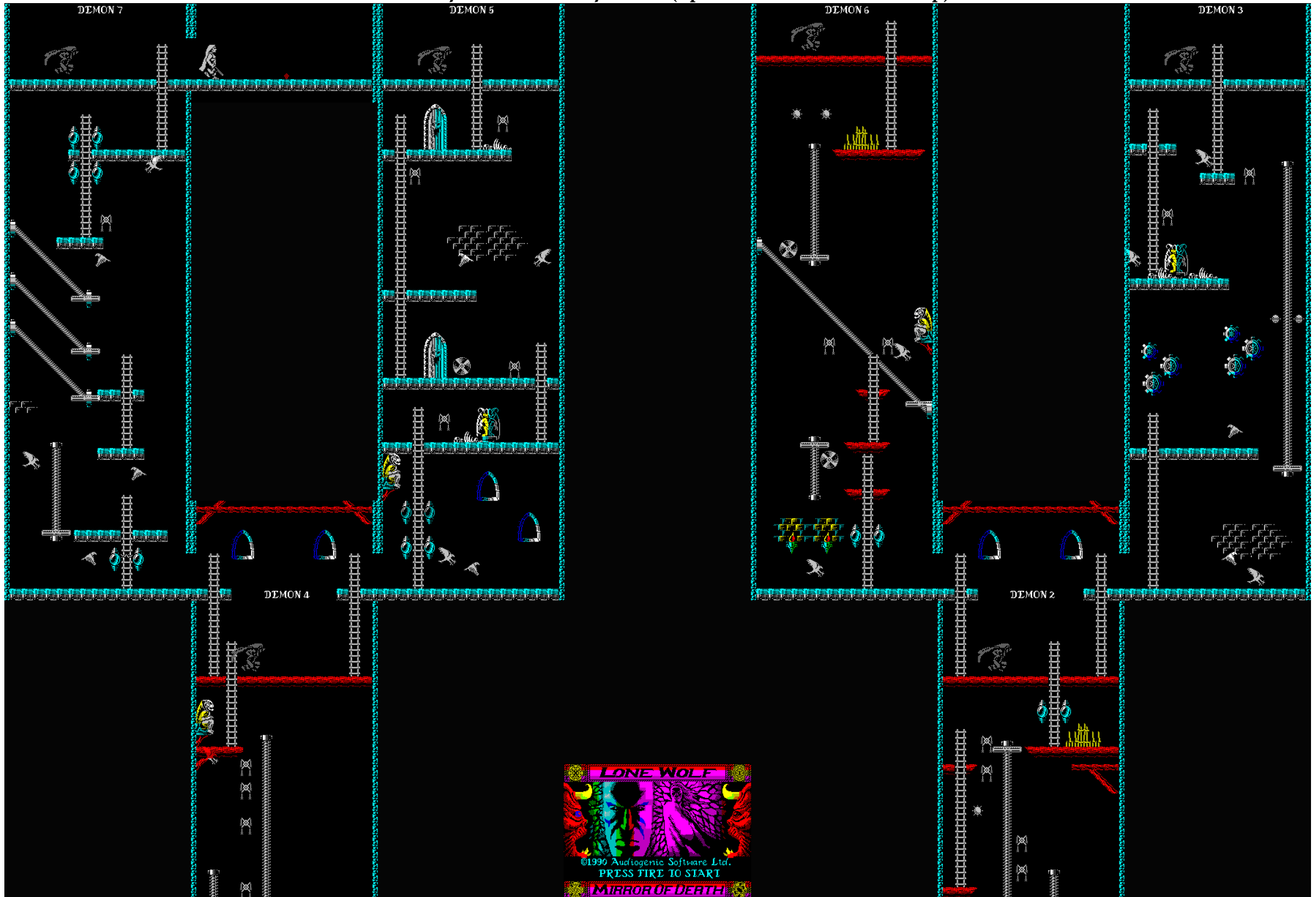


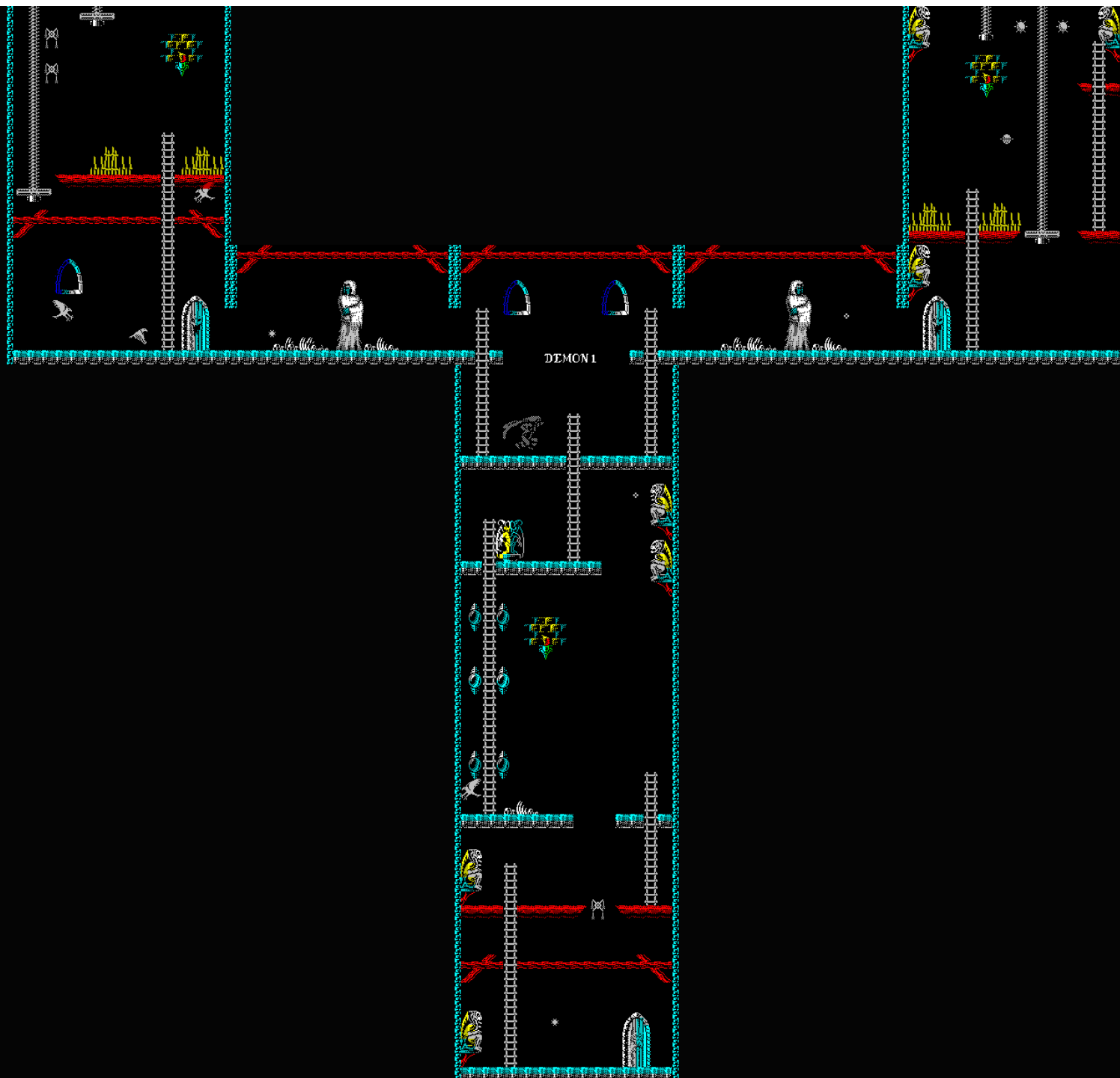
Lone Wolf—The Mirror of Death (IBM PC Solution Map)



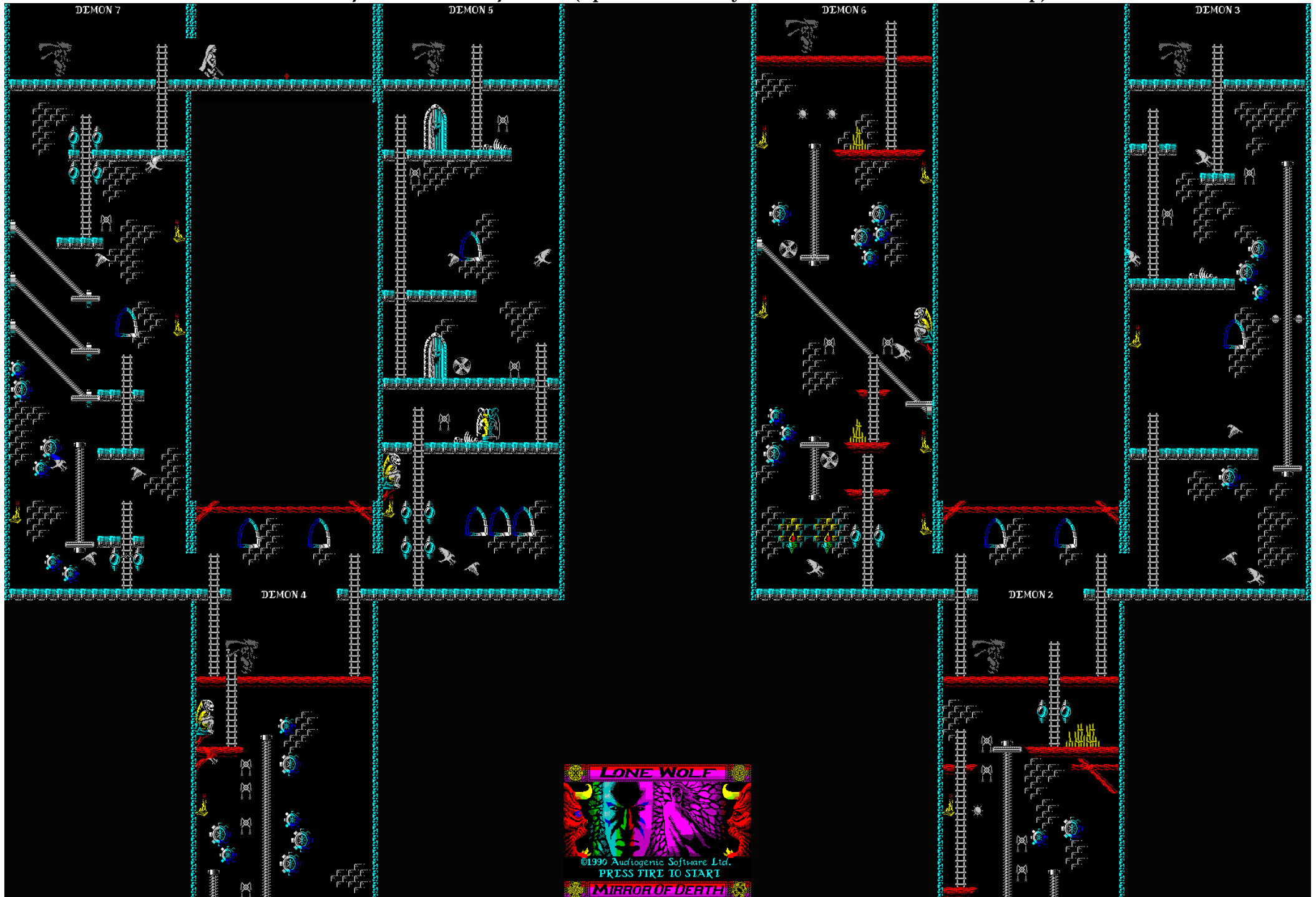


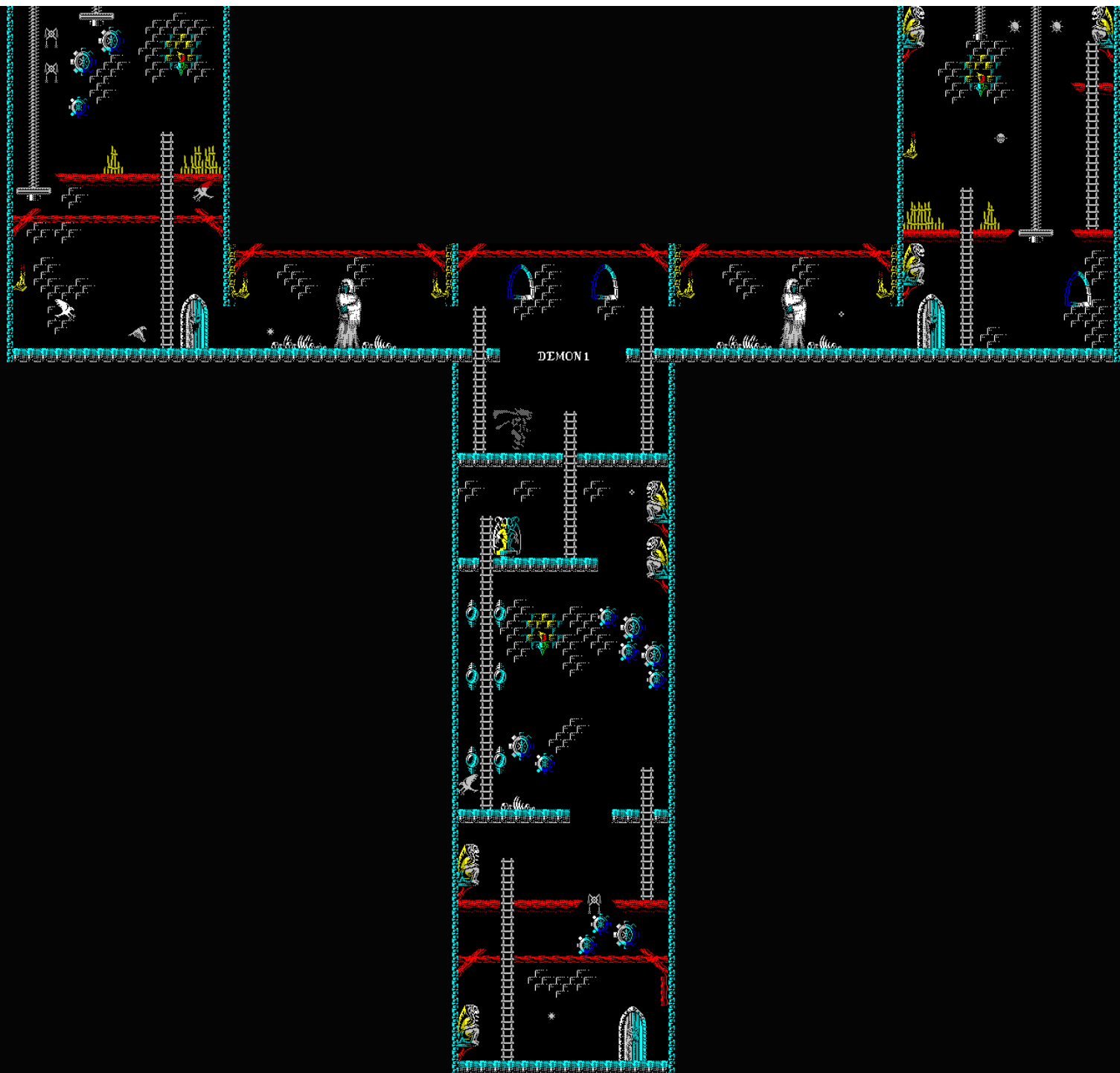
Lone Wolf—The Mirror of Death (Spectrum 48K Solution Map)





Lone Wolf—The Mirror of Death (Spectrum 48K System 4 Re-release Solution Map)





ERRATA / Notes

Flight from the Dark blurb:

Replaced 'two part' with 'two-part'.

Flight from the Dark instructions:

Replaced 'monastery of Kai' with 'Monastery of Kai', all occurrences of 'Kai monastery' with 'Kai Monastery', 'comes onto' with 'comes into', both occurrences of 'initiate' with 'Initiate', all occurrences of 'Flight from the Dark' with '*Flight from the Dark*', both occurrences of 'Kai skills' with 'Kai Skills', all occurrences of 'eg.' with 'e.g.', 'mindblast' with 'Mindblast', 'mindshield' with 'Mindshield', 'section 2.3' with 'Section 2.3', both occurrences of 'a Mindblast' with 'Mindblast', both occurrences of 'monastery' with 'Monastery', 'proficiency at' with 'proficiency in', and 'Fire on the Water' with '*Fire on the Water*'.

MicroAdventurer #10: The Publishers Strike Back:

Replaced 'game book' with 'gamebook', 'Chalk Lone' with 'Chalk, Lone', 'Manchester based' with 'Manchester-based', 'real time' with 'real-time', 'Dever Lone' with 'Dever, Lone', 'in depth' with 'in-depth', 'Collins Software' with 'Collins Software.', 'best selling' with 'best-selling', and 'Fighting Fantasy' with '*Fighting Fantasy*'.

BIG K #7: Wolf in Dungeon Master's Clothing:

Replaced 'dimensionality; the' with 'dimensionality: the', 'skill he' with 'skill he', 'vow of the revenge' with 'vow of revenge', 'during particularly' with 'during a particularly', 'phenomena' (he) with 'phenomena'—(he), 'Oldfield, "I' with 'Oldfield. "I', 'week long' with 'week-long', 'classes; fighter' with 'classes: fighter', 'wizard and' with 'wizard, and', and 'rule books' with 'rulebooks'.

MicroAdventurer #13: Five Ways Software:

Replaced 'Birmingham based' with 'Birmingham-based', 'MEP backed' with 'MEP-backed', 'managing director' with 'Managing Director', 'managing Director' with 'Managing Director', 'text only' with 'text-only', 'real time' with 'real-time', 'Five Ways other' with 'Five Ways other', 'man hours' with 'man-hours', 'story board' with 'storyboard', 'story boarded' with 'storyboarded', 'Five Ways educationally oriented' with 'Five Ways educationally-oriented', '16 bit' with '16-bit', 'full time' with 'full-time', 'comissioned' with 'commissioned', and 'we're' with 'We're'.

Sinclair User #34:Flight from the Dark Review:

Replaced 'single role-play' with 'solo role-play'.

Flight from the Dark advert:

Replaced 'monastery of Kai' with 'Monastery of the Kai', 'Kai Lord's' with 'Kai Lords', 'Sommerswerd' with 'the Sommerswerd', 'axes and swords' with 'axes, and swords', '17 years experience' with '17 years' experience', and 'Flight From the Dark' with 'Flight from the Dark'.

Fire on the Water blurb:

Replaced 'Kai monastery' with 'Kai Monastery'.
Replaced 'seastorms' with 'sea-storms'.

Fire on the Water instructions:

Replaced 'fighting Vashna' with 'fighting, Vashna',

'sword of the sun' with 'Sword of the Sun', italicised both occurrences of 'Fire on the Water', replaced 'initiate' with 'Initiate', 'Kai skills' with 'Kai Skills', all occurrences of 'eg.' with 'e.g.', 'section 2.3' with 'Section 2.3', 'KAI CASTLE' with 'CASTLE', 'a Mindblast' with 'Mindforce', italicised all occurrences of 'Flight from the Dark', replaced '3.7' with '3.8', 'mindblast' with 'Mindblast', and 'mindshield' with 'Mindshield'.

BIG K #10: Become a Lone Wolf and Win a QL:

Replaced each occurrence of 'age and' with 'age, and', 'battle cry' with 'battle-cry', 'address and' with 'address, and', 'original and' with 'original, and', 'Prizewinner' with 'Prize-winner', 'Channel Isles and' with 'Channel Islaes, and', 'Limited and' with 'Limited, and', and 'illegible or' with 'illegible, or'.

Computer & Video Games #41: Review Quest:

Replaced 'Well we' with 'Well, we', 'Marsh and' with 'Marsh, and', 'arcade Adventure' with 'Arcade Adventure', 'Kai monastery' with 'Kai Monastery', and 'Dark Lords' with 'Darklords'.

Crash #14 Review: Fire on the Water:

Replaced 'Sommersword' with 'Sommerswerd', 'Holmgard and Durenor' with 'Holmgard, and Durenor', 'design to good design to good effect' with 'design to good effect', 'Captain and' with 'Captain, and', 'Mind Blast' with 'Mindblast', 'Mind Shield' with 'Mindshield', both occurrences of 'Combat Skill' with 'COMBAT SKILL', 'endurance' with 'ENDURANCE', 'CHOP etc' with 'CHOP, etc.', 'mind force' with 'Mindforce', italicised 'précis', replaced 'eg' with 'e.g.', and 'THRUST etc.' with 'THRUST, etc.'.

Home Computing Weekly (October 1984): Thrilling and Chilling:

Replaced 'Ltd,' with 'Ltd.', 'Lone Wolf books' with '*Lone Wolf* books', 'half screen' with 'half-screen', 'new style type' with 'new-style type', 'Lone Wolf 1' with '*Lone Wolf I*', 'Sommersword' with 'Sommerswerd', 'Kraans' with 'Kraan'; each occurrence of 'instructions' with 'Instructions', each occurrence of 'playability' with 'Playability', each occurrence of 'graphics' with 'Graphics', and each occurrence of 'value for money' with 'Value for Money' in the scoring section; 'compliments' with 'complements', 'Kai monastery' with 'Kai Monastery', 'acceptance' with 'accepted', 'Lone Wolf' with '*Lone Wolf*', 'Gold crowns' with 'Gold Crowns', 'gold crowns' with 'Gold Crowns', each occurrence of 'combat skill' with 'Combat Skill', 'endurance' with 'Endurance', and 'backpack items' with 'Backpack Items'.

MicroAdventurer #13 Reviews: Flight from the Dark and Fire on the Water:

Replaced 'characters and' with 'characters, and', 'well trained' with 'well-trained', 'game book' with 'gamebook', 'roleplayer' with 'role-player', all occurrences of 'real time' with 'real-time', 'mind blast' with 'Mindblast', 'mind shield' with 'Mindshield', 'constantly updated' with 'constantly-updated', 'However our' with 'However, our', all occurrences of 'endurance' with 'Endurance', 'combat skill' with 'Combat Skill', 'three year old' with 'three-year-old', 'cut down' with 'cut-down', '*Hobbit*' with '*The Hobbit*',

'addition because' with 'addition, because', 'book you' with 'book, you', 'No-one' with 'No one', 'professional and' with 'professional, and', and 'eleven year olds' with 'eleven-year-olds'.

Personal Computer Games #13 Reviews: *Flight from the Dark* and *Fire on the Water*:

Replaced both occurrences of 'Escape from the Dark' with 'Flight from the Dark', 'plots rather than plot' with 'plots' rather than plot and "till" with "til".

Your Computer (December 1984): Quest Corner:

Replaced 'Popular Lone Wolf' with 'Lone Wolf', each occurrence of 'Flight from the Dark' with 'Flight from the Dark', 'Fire on the Water' with 'Fire on the Water', 'about and' with 'about, and', 'sixth sense, healing, tracking, weapon skill, animal kinship, telekinesis, mindshield and mindblast' with 'Sixth Sense, Healing, Tracking, Weapon Skill, Animal Kinship, telekinesis, Mindshield, and Mindblast', each other occurrence of 'mindshield' with 'Mindshield' and 'mindblast' with 'Mindblast', and 'parry and' with 'parry, and'.

The Mirror of Death instructions:

Replaced 'that the' with 'that, the', 'Khazan-Gor' with 'Kazan-Gor', all four occurrences of 'Kai skills' with 'Kai Skills', 'side, then the other you' with 'side then the other, you', 'quest allow you to recover more quickly from injury, or' with 'quest, allow you to recover more quickly from injury or', all occurrences of 'endurance' with 'Endurance', and 'there' with 'There'.

Sinclair User #125: The Mirror of Death instructions:

Replaced 'Lone Wolf' with 'Lone Wolf', 'cryptic is' with 'cryptic, is', 'given solemn' with 'given a solemn', 'thereby, enusing' with 'thereby ensuring', 'Magnaksi disciplines' with 'Magnakai Disciplines', all occurrences of 'Khazan-Gor' with 'Kazan-Gor', 'dessi' with 'Dessi', 'knowone' with 'no one', 'alive. the' with 'alive. The', 'Lorestones' with 'Lorestone', 'years constructing' with 'years to constructing', 'high Council' with 'High Council', 'UP' with 'Up', 'prize game' with 'Prize game', 'game. as' with 'game. As', 'sommerlund' with 'Sommerlund', 'Joystick' with 'joystick', 'will most' with 'will be most', 'foe. use' with 'foe. Use', 'the Kazan-Gor' with 'Kazan-Gor', 'demons. this' with 'demons. This', all three occurrences of 'Kai skills' with 'Kai Skills', 'side, then the other you' with 'side then the other, you', 'quest allow' with 'quest, allow', 'injury, of exhaustion' with 'injury or exhaustion', 'long you' with 'long, you', 'skill of the Sixth Sense' with 'skill of Sixth Sense', replaced 'endurance' with 'Endurance', appended 'your Endurance' to the end of the final sentence, replaced 'On Spectrum' with 'On the Spectrum', and 'one and two' with 'one or two'.

Crash #67: The Mirror of Death preview:

Replaced 'novel' with 'novel,', 'mirror of death' with 'Mirror of Death', 'labyrinthian' with 'labyrinthine' both occurrences of 'etc' with 'etc.', 'action packed' with 'action-packed', 'Kai skills' with 'Kai Skills', and all occurrences of 'Mirror Of Death' with 'Mirror of Death'.

Your Sinclair #44: The Mirror of Death preview:

Replaced 'the Lorestone, the' with 'a Lorestone, a'.

Micro Hobby #212: The Mirror of Death preview:

Replaced 'de libros de Role' with 'de libros de Rol'.
Replaced 'del Role' with 'del Rol'.

Crash #87: The Mirror of Death review:

Replaced all occurrences of 'mirror of death' with 'Mirror of Death', and 'Kai skills' with 'Kai Skills', 'Skills and' with 'Skills, and', 'energy and' with 'energy, and'.

Micro Hobby #213: The Mirror of Death review:

Replaced each occurrence of 'de ROLE' with 'de ROL'.
Replaced 'traslado al ordenador' with 'trasladarlo al ordenador'. Replaced 'ser gual' with 'ser igual'. Replaced 'Whitakker' with 'Whittaker'.

Micro Hobby #214: The Mirror of Death review:

Replaced 'que para' with 'que, para'. Replaced 'sábiamente' with 'sabiamente'. Replaced 'pués' with 'pues'. Replaced 'OLEADA PSIQUICA' with 'OLEADA PSÍQUICA'. Replaced both occurrences of 'Weapon skill' with 'Weapon Skills', and 'Sixth sense' with 'Sixth Sense'. Replaced 'ADIVINACION' with 'ADIVINACIÓN'. Replaced 'CURACION' with 'CURACIÓN'.

Sinclair User #89 The Mirror of Death review:

Replaced 'like.' with 'like,', 'one, (everso slight untruth)' with 'one (ever so slight untruth),', 'the book' with 'the books', 'the Lone Wolf' with 'Lone Wolf', 'identification' with 'identification,', 'you father' with 'you, father', 'read the book' with 'read the books', both occurrences of 'bats' with 'Krows', 'problems caused are' with 'problems are', 'more have' with 'more, have', and 'make believe' with 'make-believe'.

Sinclair User #112: The Mirror of Death review:

Replaced '26' with '15', 'Dever the' with 'Dever, the', all occurrences of 'role playing' with 'role-playing', 'RPG's' with 'RPGs', 'shoot 'em ups' with 'shoot-'em-ups', both occurrences of 'beat 'em ups' with 'beat-'em-ups', 'grab your sword and smash some skulls' with 'grab-your-sword-and-smash-some-skulls', 'introduction the' with 'introduction to the', 'grand masters' with 'Grand Masters', 'a mirror' with 'the Mirror', 'game play' with 'gameplay', 'psi surge' with 'Psi Surge', both occurrences of 'Kai skills' with 'Kai Skills', both occurrences of 'krows' with 'Krows', 'Kai masters' with 'Kai Masters', 'Sommerland' with 'Sommerlund', 'Gozrazh' with 'Gorazh', 'lorestones' with 'Lorestones', 'Mirror Of Death' with 'Mirror of Death', 'highlander type' with 'highlander-type', 'it laddie' with 'it, laddie', 'invisability' with 'invisibility', 'Da-naa!!, hey' with 'Da-naa!! Hey', 'sixth sense' with 'Sixth Sense', 'Weapon Skill' with 'Weapon Skills', 'lone wolf' with 'Lone Wolf', and 'sit-down-and-shoot the buggers to bits' with 'sit-down-and-shoot-the-buggers-to-bits'.

Amstrad Action #70: The Mirror of Death review:

Replaced "like, Gzarwarr" with "like Gzarwarr", "try and" with "try to", "wont" with "won't", "crows" with "krows", "climb,," with "climb,", "Reapers and" with "Reapers, and", "anddodgy" with "and dodgy", "quiet extensive" with "quite extensive", "kicks and" with "kicks, and", "magician and" with "magician, and", "backgrounds and slow animation, no" with "backgrounds, and slow animation; no", "resistable" with "resistible", "like, Gzarwarr" with "like Gzarwarr",

“Barbarian” with “barbarian”, “strike you and” with “strike you, and”, and “Dever pictured” with “Dever, pictured”.

Crash #91: *The Mirror of Death* solution:

Replaced ‘Blocked until Demon 6 is dead’ with ‘Blocked until Demon 3 is dead’.

Your Sinclair #75: *The Mirror of Death* tips:

Replaced ‘no 2’ with ‘no. 2’, and ‘carpet and’ with ‘carpet, and’.

Sinclair User #126 *The Mirror of Death* solution:

Replaced ‘The Crypt of Trogan’ with ‘The Mirror of Death’, ‘Well, well’ with ‘Well,’ ‘mention.’ with ‘mention).’, ‘hints, tips ’n” with ‘hints, tips, ’n”, ‘Humberside both’ with ‘Humberside, both’, ‘Kai skills’ with ‘Kai Skills’, ‘or invincibility’ with ‘for invincibility’, and ‘Weapon skills’ with ‘Weapon Skills’.

Your Sinclair #67 *The Mirror of Death* solution:

Replaced ‘Tip Of The Month’ with ‘Tip of the Month’, ‘Gargoyle’ with ‘gargoyle’, ‘cos’ with ‘cos’, ‘Psi-Surge’ with ‘Psi Surge’, ‘Weaponskill’ to ‘Weapon Skills’, and all occurrences of ‘endurance’ with ‘Endurance’.

We contacted the author of this article, **Leigh Loveday**, and he told us we could use his work for the Project Aon website.

“Feel free to use that rubbish map.... I had a brief stint doing maps for YS, and that was the only one they redid using ropey graphics rather than just printing the one I’d painstakingly drawn up in black felt tip on a big sheet of paper (weeping, in the early hours of the morning, to meet the ridiculous deadline they’d given me).

“No idea whether or not the game was released on the 16-bits, unfortunately. If they hadn’t sent me a copy

I’d still be dubious as to its existence on 8-bit machines, as I’ve never seen it anywhere else. So that’s me being no help at all, then. But the impression I get from the ads and docs and some bizarre German review of the Amiga version that I just found is that it **was** released on all formats, so I’d go with that.”

Sinclair User #125: *Lone Wolf Book Offer*:

Replaced ‘separately or’ with ‘separately, or’, ‘The Plague Lords of ruel’ with ‘*The Plague Lords of Ruel*’, ‘Lone wolf’ with ‘Lone Wolf’, italicised ‘Sinclair User’, replaced ‘Lone Wolf—The Mirror Of Death’ with ‘*Lone Wolf—The Mirror of Death*’, ‘THE LEGENDS OF THE LONE WOLF’ with ‘*THE LEGENDS OF LONE WOLF*’, italicised ‘Legends of Lone Wolf’, replaced ‘co authors’ with ‘co-authors’, italicised ‘Eclipse of the Kai’, and replaced ‘the Dark Door Opens’ with ‘*The Dark Door Opens*’.

Sinclair User #89: *Lone Wolf Competition*:

Replaced ‘frame, are’ with ‘frame are’.

Audiogenic Software Adverts:

The first advert appeared in the rear of some of the Red Fox editions of the Legends of Lone Wolf books, c.1989/1990. The second advert appeared in the rear of the Red Fox edition of *The Plague Lords of Ruel* c. 1990.

ERRATA: Replaced ‘BBC and’ with ‘BBC, and’, and ‘Amiga and’ with ‘Amiga, and’.

CU Amiga: *Gone but not Forgotten*:

Replaced ‘gamesworld’ with ‘games world’, ‘reason for’ with ‘reasons for’, ‘add support’ with ‘ad support’, ‘Nightmare On Elm Street’ with ‘*Nightmare on Elm Street*’, ‘casualities’ with ‘casualties’, ‘*Barrels* and’ with ‘*Barrels*, and’, ‘as of Jimmy’ with ‘as Jimmy’, ‘who’s who’ with ‘*Who’s Who*’, and ‘Corky The Cat’ with ‘Corky the Cat’.

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17 June 2009

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