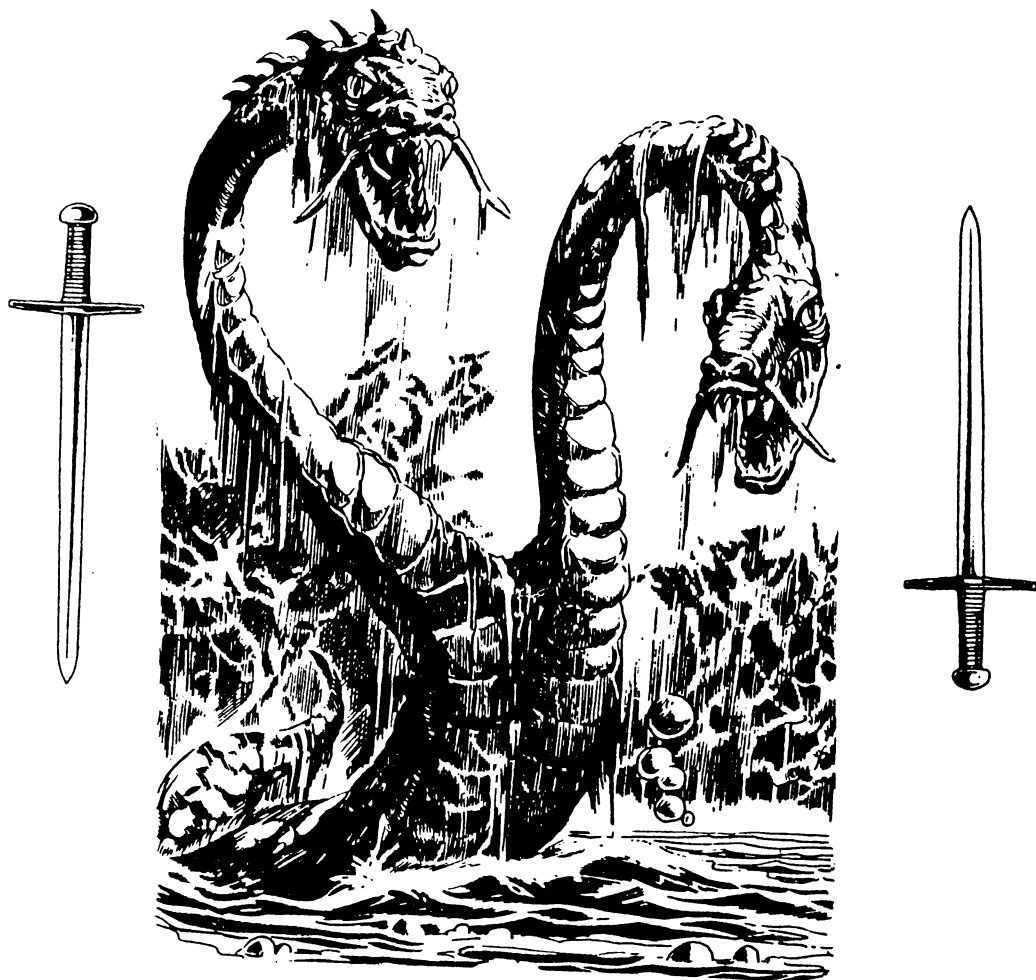


ADVENTURE TOWN

NR. 1





Hey you, check this out man. The first issue of the mag in the mag. Confused? No way pal, this is just the adventure section of the cool'n'fab mag Business. Well, let me start up with telling you freaks outthere a little 'bout me, The Dungeon Master. I had known the headeditor of Business, Slider, for a couple of years, when he asked me to write an adventure section for his mag, Business. I agret, Because I thought there ought to be more cool things in the fab mag, than just these horrible charts, takin' 'alf of the space. I hope, that you, my dear readers, agree with me, and soon will supply me with loadsa maps, tips and hints, and maybe most important: reviews. You see, I haven't got the whole day to spend on this mag, 'coz I go to school, and together with a mate working on a game.

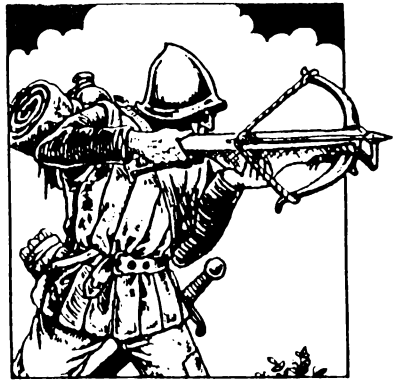
So, if you think you have anything of value for this section, don't delay, send it today. Whatever you have to send, send it to Slider's HQ, address elsewhere in the mag.

Now, go on readin' this cool stuff.

The Dungeon Master

The Dungeon Master

Now, I would like to start up with telling the newcomers on the adventurescene a little about, what adventures, both old and new ones, it is wise to spend time and/or money on.



Let me start up with the quality products for the good old commodore 64:

If you are looking for a really good roleplaying game, then I think you should take a look at the game Pool of Radiance, it contains a smashing gameplay combined with atmosphere. The only bad thing about this game, is that it is pretty hard to come into.



There are some good Infocom titles I would like to say a few things about: At first I think you should take a close look at the Zork trilogy, which is great to play. Difficulty level: Middle for I + II, a bit harder for III. Deadline is also a damn cool game from Infocom, just a bit to hard for the totally beginners.

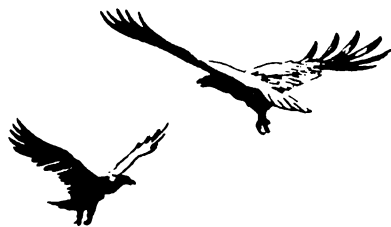
If you are heading for the games with cool grafix, go for these: Jinxter, The Pawn, Ingrid's Back, Corruption.



And now for the Amiga:

Even though this computer haven't been out for so many years, there are several good adventures worth mentioning:

Almost like the 64'er version, the amiga version of the RPG Pool of Radiance is quite a look worth. It has got the same gameplay, but enhanced grafix.



A really good adventure on the amiga is, according to my oppinion, Dejavu. It makes all the other ones look like nothing at all.

If you are looking for adventures with good grafix, then get your grabs on one of these titles: Jinxter, The Pawn, Ingid's back and last but not least: Fish.

And now, heading for the tips:

The Big Sleaze: Examine the walls of the Gents for another address.

The Boggit: To pass the spider's web, pull the web and go NE

Gnome Ranger: At the location west of the waterfall, give the shovel to the nymph, then tell her to go east and dig. Masters of the Universe: Wear the cord when you kill the wyverns.

The Pawn: Make sure you're wearing the hard hat before using the lift.
Seabase delta: To get some wood to lever the cannon, fire missile at the mast

Guild of Thieves: The skeletons finger will unlock the sarcophagus.
Wishbringer: Need a lift to the island?, just whistle for it.



GALLERY







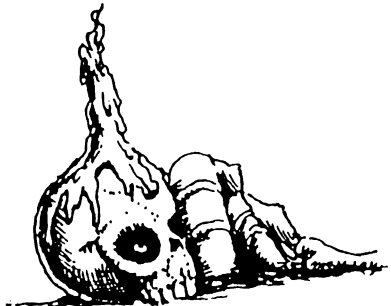
REVIEW:

Ingrid's Back, Level 9, C-64.

First time I loaded it up, I thought it was pretty nice, but when in the game....Just fantastic. It is sure hell one of Level 9's most interactive adventures so far. It has got such a great gameplay, that also shoot-em up/down freaks would like it... It has got so much humour, that even Eddie Murphy would laugh till x-mas. Well, back to the subject, the ones of you who have played Gnome Ranger, will allready know Ingrid, her strenghts and weaknesses. But also for beginners, this game is one of the best. Easy to get into, exhausting enough to keep you going for more than a couple of days. If you consider to buy the original, chose the disk-version, even if it is more expensive, because there are only graphics on the disk-version. Aaaaand, ladies and gentlemen, what graphics..... Simply the best ever in an adventure for the 64. You could almost believe it was an amiga. After reading this review, there is no excuse, go down get it man..... If not, you should have your slimy gnomehead examined.

Valuation:

Playability :	90%
Puzzle level :	79%
Interaction :	99%
Long-time appeal:	80%
Overall :	90%



REVIEW

REVIEW



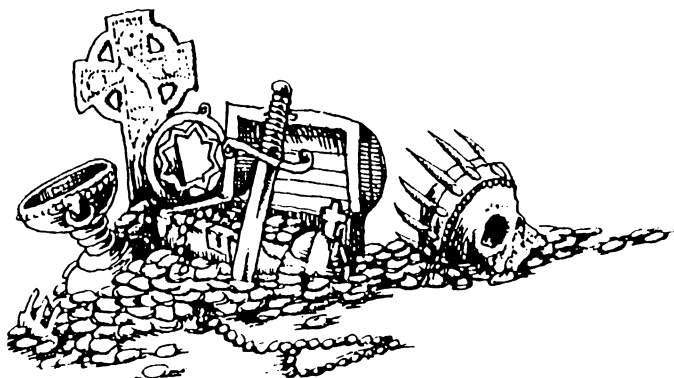
If you think you have brain enough to supply me with hot news about the adventure scene, and reviews and thatlike, please send all of it to Slider:

Slider

Lergaard 57

6200 Aabenraa

Denmark



At the left buttom of the envelope, write "Adventure", so that it gets into the right hands. Remember to enclose every tip, hint and map you've got. To the most active guy (girl ??), I will send a surprise.....

See ya in one of the next
editions of Business...

Yours:

The Dungeon Master

The Dungeon Master



BYE!

ADIOS

**THE
END**

See ya'

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The Dungeon Master



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