

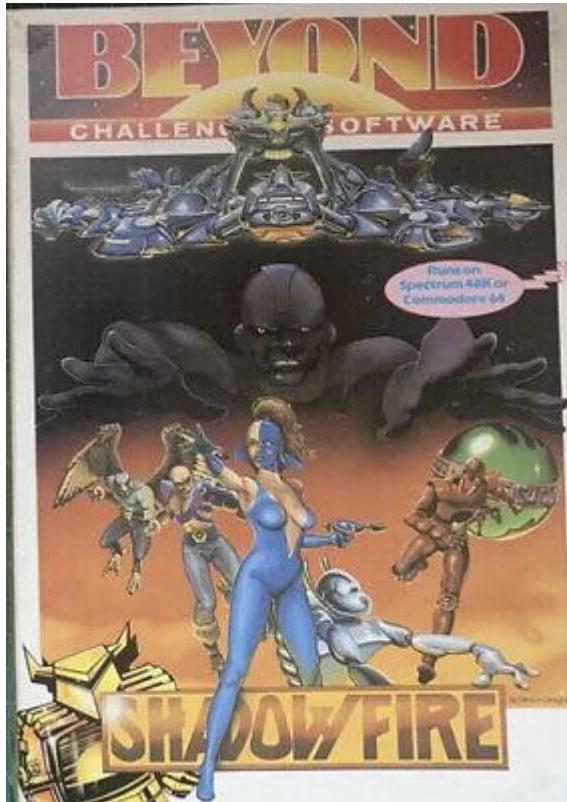
# ESTUDIO DE INTERFACES DE AVENTURAS

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**1984**

**Shadowfire/ Enigma Force (Beyond)**

[https://www.youtube.com/watch?v=5CDW\\_17iXqU](https://www.youtube.com/watch?v=5CDW_17iXqU)



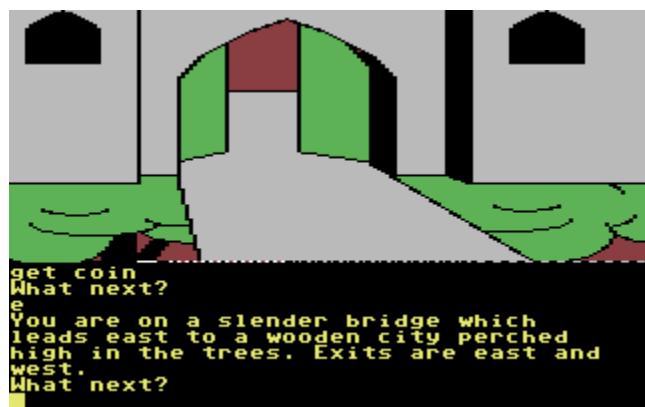
Las acciones se representan mediante iconos con menus. No hay texto en los iconos.

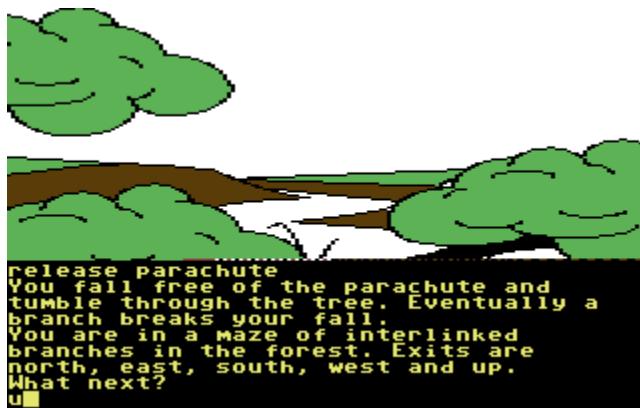
Múltiples personajes.





## Emerald Isle (Level 9)





The action takes place in and around tree-top cities of wooden buildings, where a contest for the heir to the throne is about to take place. Presumably it is your object to win and Take over from the existing king! How you set about this task is a problem in Its el l, Since the rules and conditions don't seem to be around.

But first you must escape the parachute from which you are dangling at tree-top level, for you have bailed out of your plane somewhere over the Bermuda triangle. Once down, you find yourself confronted by a maze of branches, through which you must fight your way to enter the city.

### Castle of Terror (Melbourne House)





Castle of Terror is set in the 1800s, in a village near a large castle home of a secretive Count; sounds familiar?

As you wander around the village, information concerning the Castle and its owner can be obtained by talking to the villagers, if you talk to them nicely Various objects to help you in your quest can also be found in and around the village, but they are not always obvious.

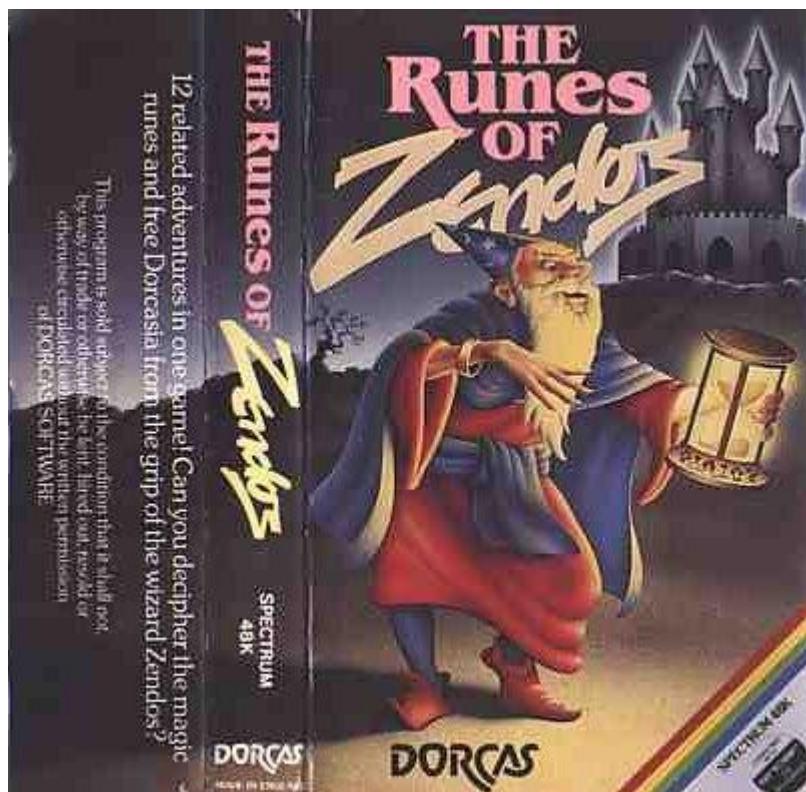
Tiene música mientras se juega. Los gráficos ocupan gran parte de la pantalla.



1985

## Runes of Zendos (Dorcas software)

<https://www.youtube.com/watch?v=GkUIZmXsP7Q>





When the game loads you are at the start of adventure one. At any time you can switch to the start of a different adventure by entering, for example, 'adventure eight'. Status (or ?) gives information regarding the adventure you are in; e.g. Adventure 1, Strength 25, Provisions 25, Luck 10, Performance 80 (how much of the adventure you have completed). Further information regarding what you are carrying, the spells you know and what you are wearing is also detailed. You can wear one item on your head and one on your body; if you remove something you will then be carrying it. You begin each adventure with a supply of provisions eaten in quantities from 1–12 to increase your strength, e.g. EAT THREE items of food along the way replenishes strength depleted during fighting and running.

Vocabulary is surprisingly particular as you must type in the exact letters to make up the required words with only a few stock abbreviations for left (l), right (r), up (u), down (d), passage (p) and quickly (q). However, editing makes full use of the Spectrum cursor movement and delete functions which greatly facilitates entry. ENTER repeats the last command even after starting to type something else if this is first deleted. Input can be, and often must be, quite lengthy and involved, e.g. ATTACK THE GUARD WITH THE MIGHTY AXE and UNLOCK THE DOOR WITH THE GOLDEN KEY. The program will accept all words it has displayed.

Whenever you meet a creature its strength and yours are displayed in a pennant at the top left of the screen. If a creature is very strong you will need more than your bare hands. Fighting is seldom the only option; often befriending a creature or casting an appropriate spell marks the way forward. To cast a spell you must have found it first and which therefore will appear in your knowledge list in the current adventure. Using charms and lucky items may improve your luck.

*The Runes of Zendos* is a very graphically entertaining adventure with smooth, scrolling animation sending your character left and right through passageways, up and down steps of ladders and striking blows in battle with the various zombies, skeletons, werewolves and all manner of exotic assailants. Much of the language is atypical of the arcade-adventure scene with l and r keys chosen for movement and TAKE with no GET option. The problems are logical, more so than in many text adventures, and the game is certain to take some time to complete as three hours were needed for the first of twelve sections. Although the game stands up as an adventure in its own right it is the superb animation which will be the more immediate attraction of what is a very fine game.



Con Left, Right el personaje se mueve de pantalla a pantalla.

THE RUNES OF ZENDOS.

PLAYER STATUS.

Adventure.	1
Strength.	25
Provisions.	25
Luck.	10
Performance (%)	0
You are carrying.	

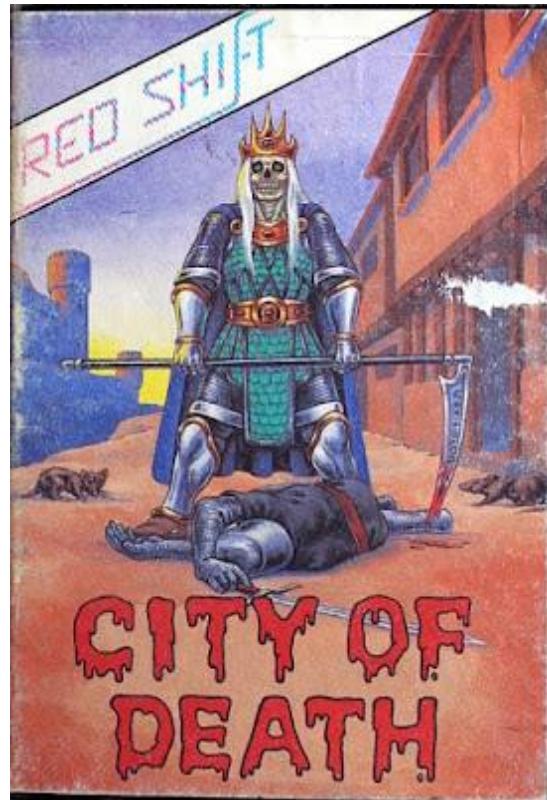
You know.

You are wearing.

PRESS ANY KEY

### City of Death (Red Shift Ltd)

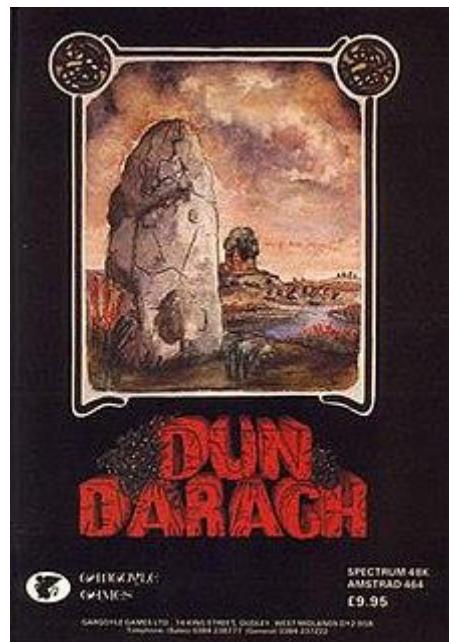
<https://www.youtube.com/watch?v=G7EpjV6DLDo>

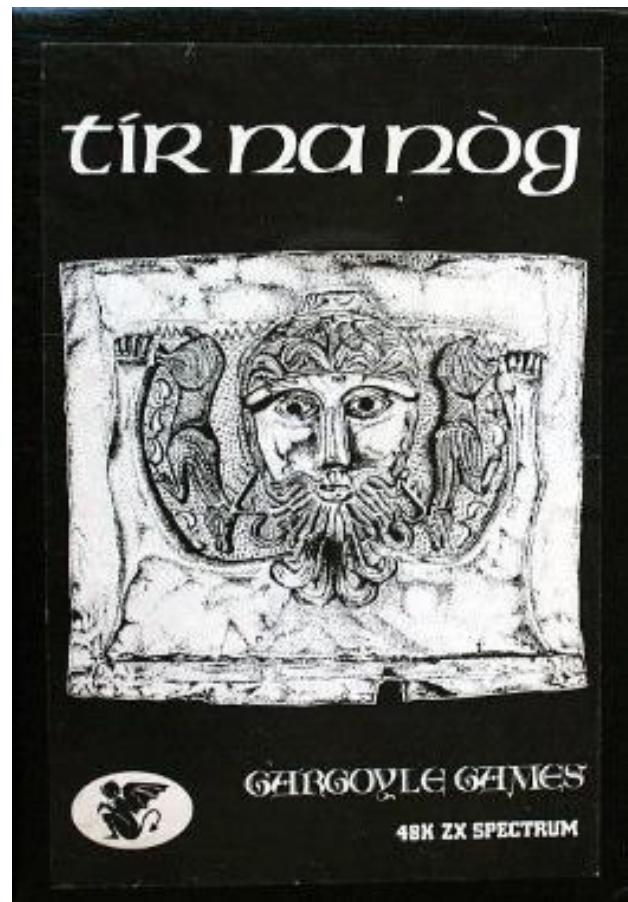




Dun Darach /Tir na Nog/

Marsport (Gargoyle games)

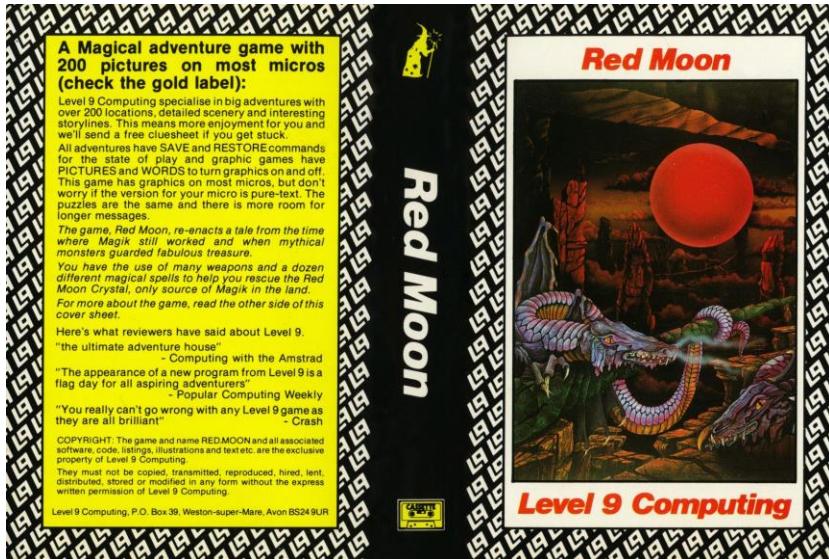






Además de moverse el personaje se puede girar la vista en cuatro direcciones.

## Lords of Time / Red Moon / The Price of Magik (Level 9)



## Robin of Sherwood



You are by a waterfall. You see:

Waterfall. Little John.

EXITS: NORTH SOUTH EAST WEST

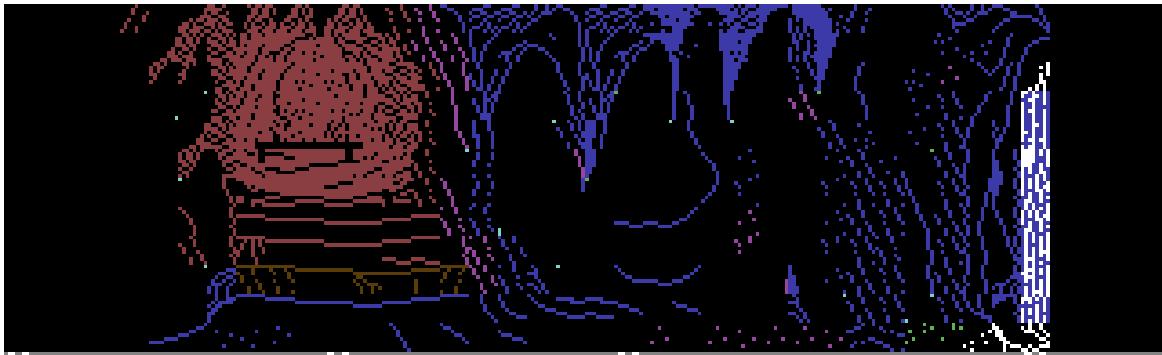
-----  
quarterstaff. You win and break the  
spell.

WHAT SHALL I DO NOW ? SAY FOLLOW

WHAT SHALL I DO NOW ? N

O.K.

WHAT SHALL I DO NOW ? N



You are in Herne the Hunter's cave. You  
see:

Waterfall. Herne the Hunter. Albion.  
Long Bow. Quiver with arrows.

-----  
Silver arrow as first prize.

WHAT SHALL I DO NOW ? S

O.K.

WHAT SHALL I DO NOW ? GO WATERFALL

WHAT SHALL I DO NOW ? █



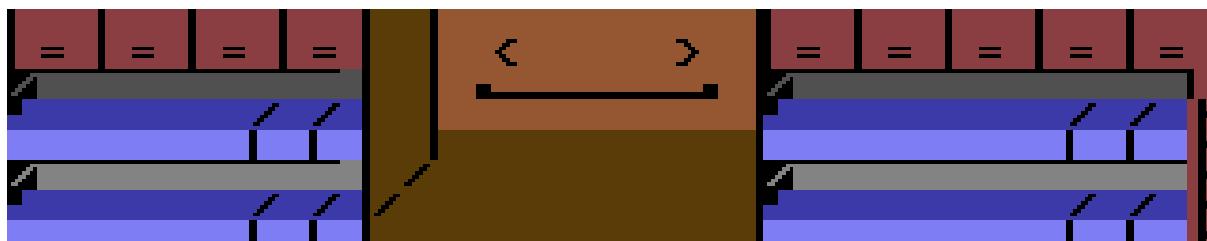
You are on a sand flat. You see:

Castle de Bellême. Little John.

EXITS: EAST WEST

-----  
WHAT SHALL I DO NOW ? E  
O.K.  
WHAT SHALL I DO NOW ? E  
O.K.  
WHAT SHALL I DO NOW ? E  
O.K.  
WHAT SHALL I DO NOW ? E

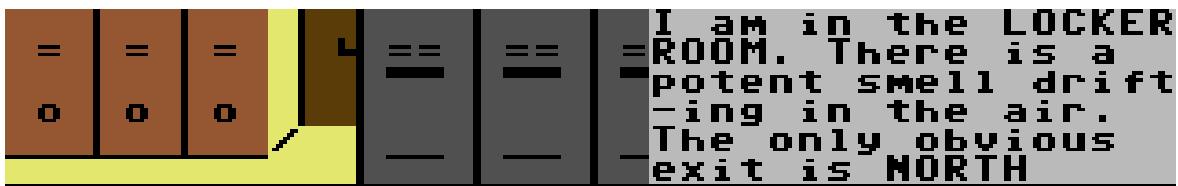
[Subsunk \(Firebird\)](#)



I am in a cosy looking WARDROOM. There are rows and rows of bunk beds. Above me I can just see a thin SHELF. Exits lead NORTH, SOUTH and EAST.

I can also see:-  
**COMFY LOOKING MATTRESS**

I await your command.  
|



I can also see:-  
**LARGE LOCKER**  
**TATTY OLD PACKING CASE**

I'm ready for your instructions.  
END



I can also see:-  
**SONAR DISPLAY**

## The lords of Midnight / Doomdark's revenge / Valhalla / Runestone (Beyond)

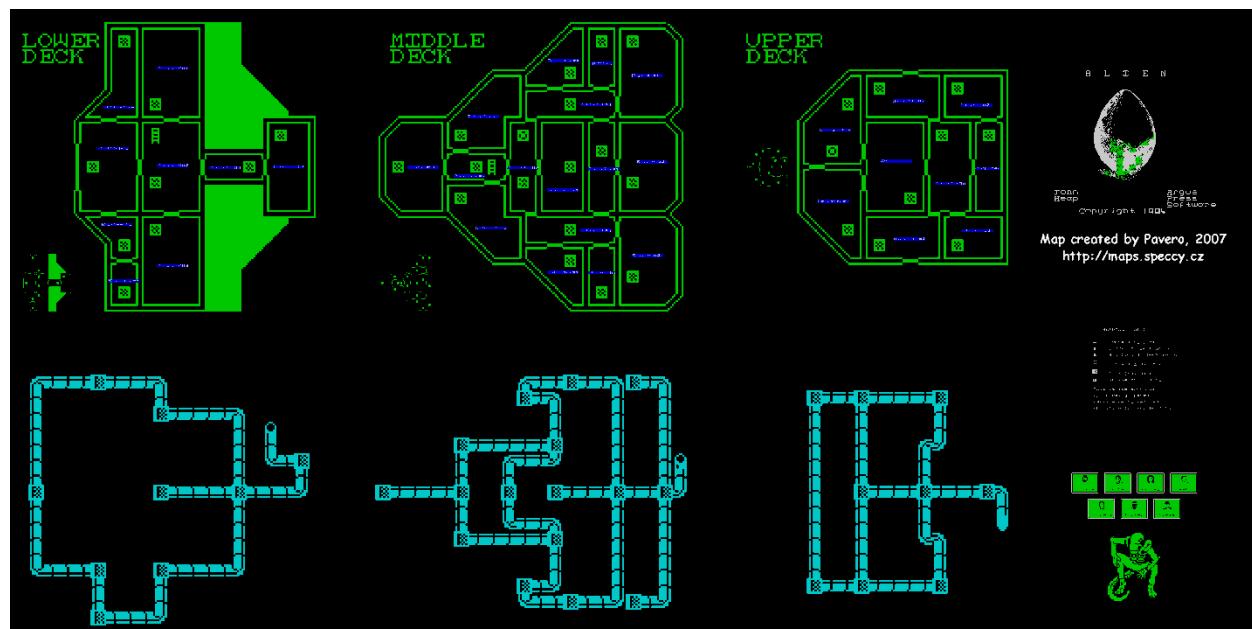


Los escenarios se construyen con Sprites. Control de varios personajes, batallas entre ejércitos y conseguir determinados objetivos con los personajes.

## Controls at a glance

←	Look	Inst/Del	Select
1	North	Restore	Choose
2	Northeast	Return	Think
3	East	Spacebar	Move
4	Southeast		
5	South	S	Save
6	Southwest	L	Load
7	West		
8	Northwest	Y	Yes
Ø	Night	N	No
		F1	Luxor
Run/Stop plus Restore	Restart	F3	Morkin
		F5	Corleth
		F7	Rorthron

## Alien (Mind Games)



Comandos de texto a los personajes, pero los ejecutan según su personalidad. Visión completa en el mapa. Los commandos aparecen como menus a la derecha.

### The Witch Cauldron (Mikro-Gen Ltd)





LIST gives a list of the objects being carried.

SCORE tells you your present score.

SAVE saves the game to tape.

LOAD loads a previously saved game.

QUIT ends the game.

LOOK describes your present location.

INSTRUCTIONS gives you a list of useful hints.

Other useful words are:

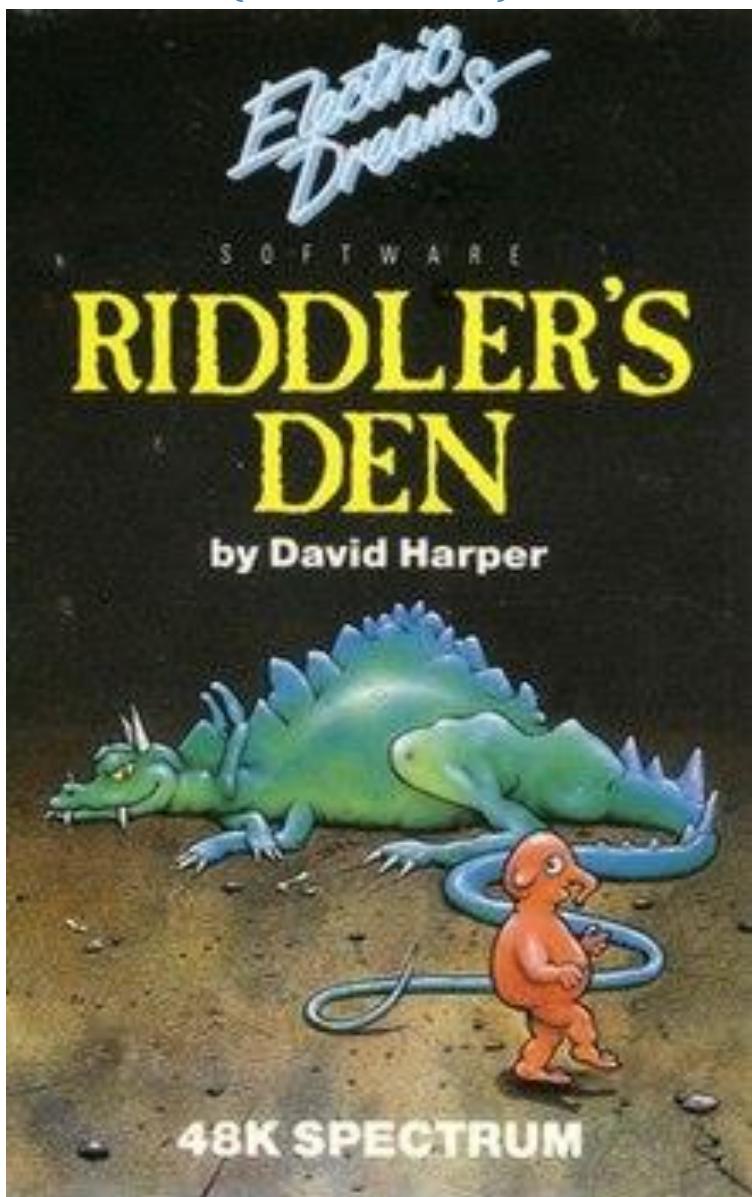
BREAK STIR MOVE LIGHT TIE

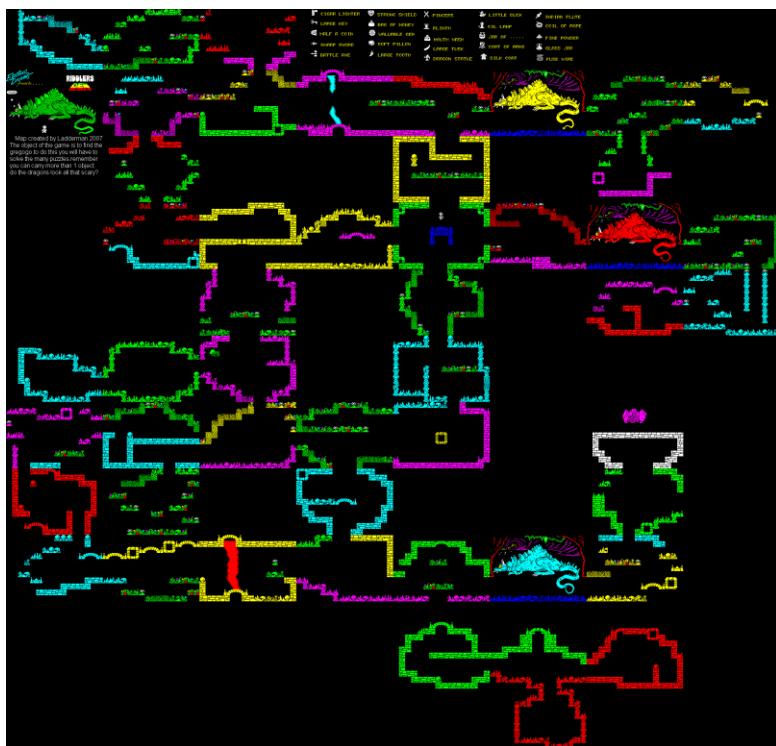
DRINK GIVE IN OUT ON OFF

CRUSH UNLOCK OPEN READ

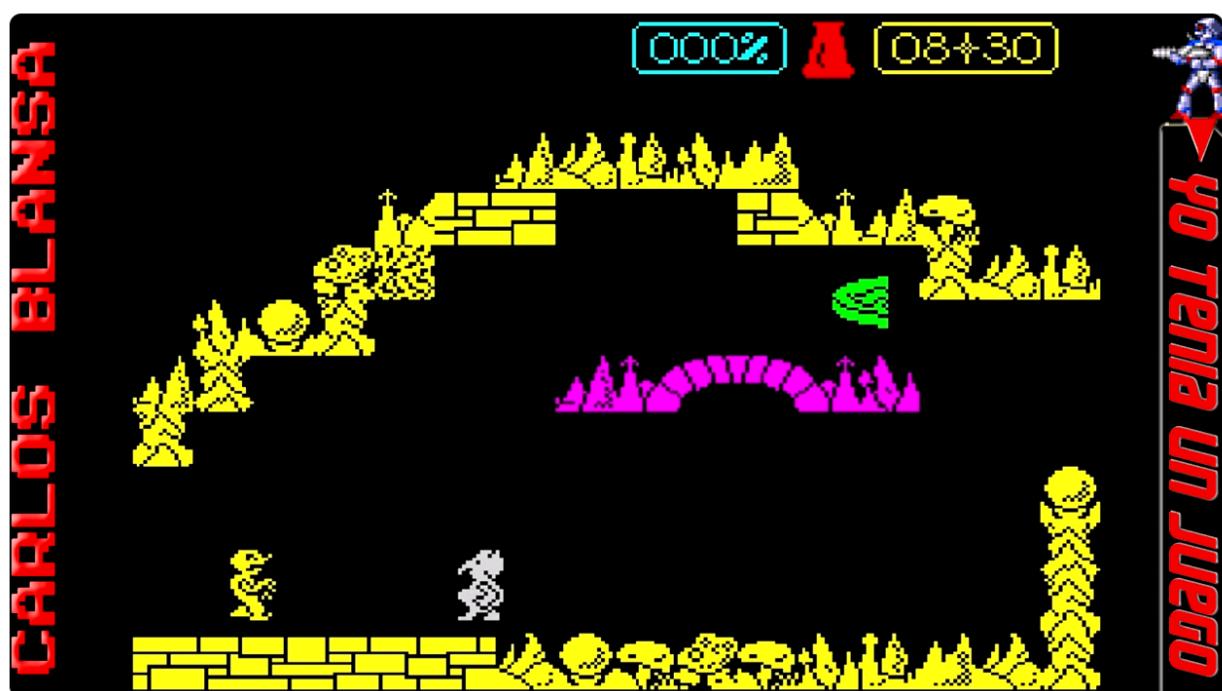
El personaje se puede mover por distintos ubicaciones en las localidades (subir al sofa, ir por debajo) y encontrar más pistas.

### Riddler's Den (Electric Dreams)





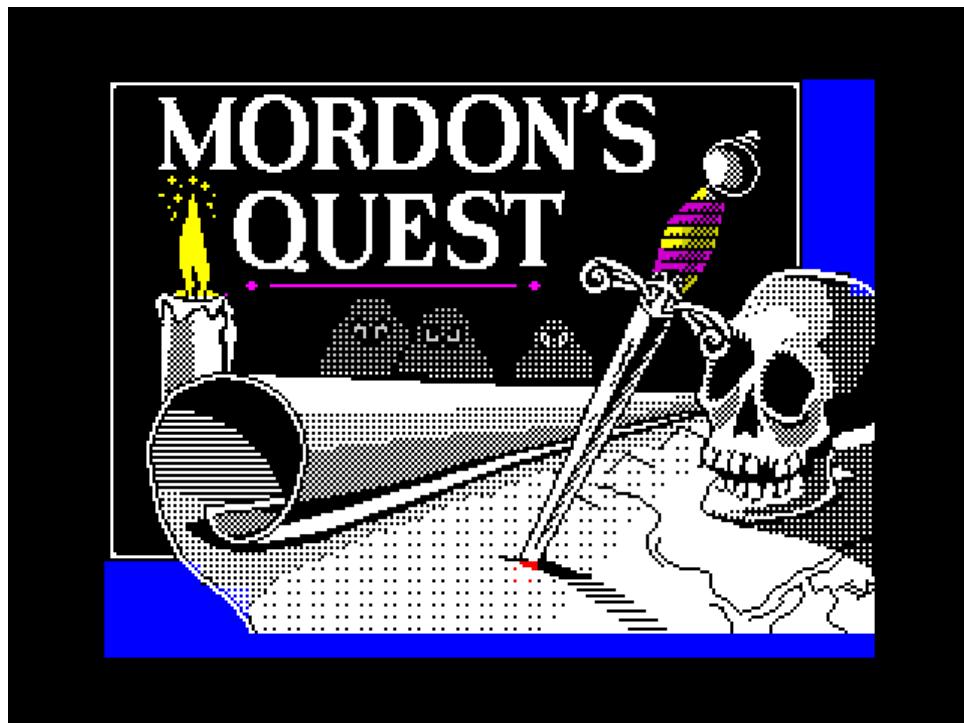
Movimiento del personaje con teclas/joystick, coger, dejar usar con teclas.





Inventario de cuatro objetos, una localidad tiene un banco para depositar los que no necesitemos en ese momento. El juego permite coger/dejar, usar es automático al dejar un objeto en la localidad.

## Mordon Quest



You are on a parquet landing, to your west a fine mahogany staircase with an ornate banister sweeps down to an oak panelled hallway. To the north lies the entrance to a bedroom, another entrance lies to the east and a locked door leads to the south wing.

e

You have entered a lavish if somewhat unusually decorated bathroom. Through a window to the east you can see a moss covered drainpipe.

wos

Pardon?

go east

You can't go that way.

-

ZZZZ -> Crash Oct 1986 -> Dreamworld



### Unregistered HyperCam 3





## The Aim of the Game

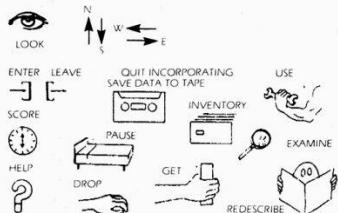
You fall into a deep sleep after a hard day and find yourself trapped in this graphic, text and icon driven adventure from which you are unable to wake.

You must travel through the land of 'Zzzzzz' to find and cross the border post to return to this world, or wander lost in your dreams for months.

To awake you must solve the many puzzles presented to you with a little help from the Sanman by using the keyboard and icons.

### Icons

These supplement the ordinary text input of the most frequently used commands.



\* These icons will light up when selected and their functions will appear below the graphic location.

\* When these icons are selected a list of objects being carried will appear. To select an object move the cursor over it until it changes to red and press Fire.

### Controls

Text input on keyboard with or without joystick.  
Joystick: Automatic selection if connected.

### LOADING INSTRUCTIONS

**TYPE LOAD " " (press ENTER)**

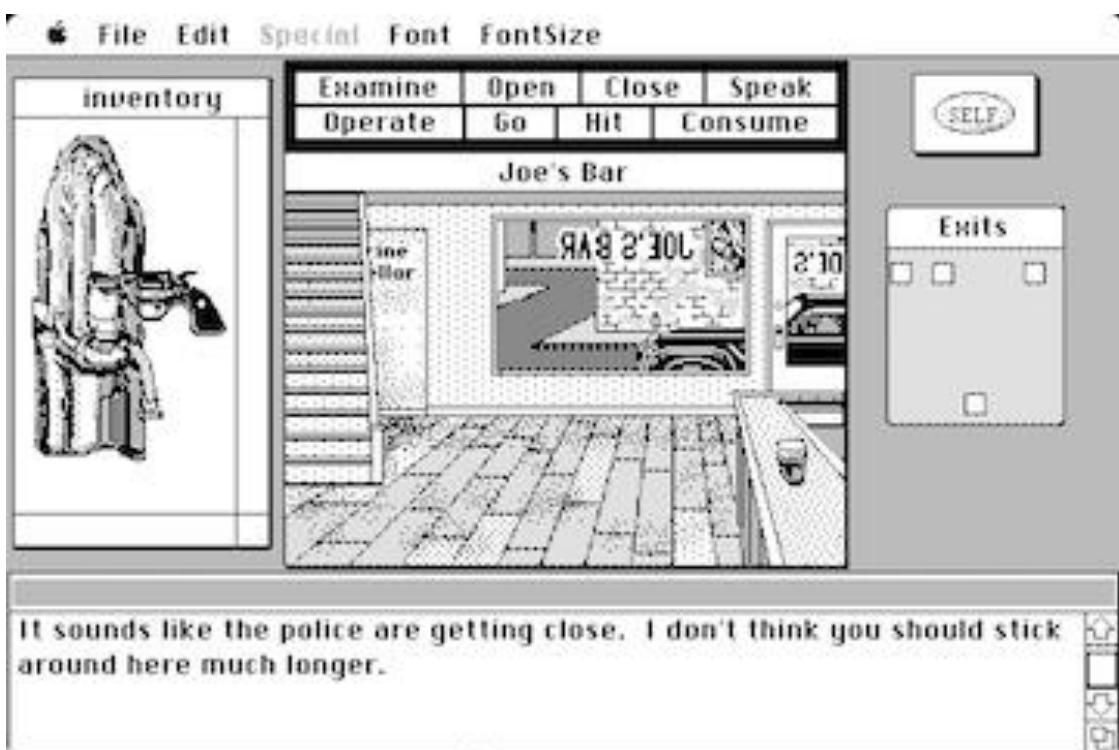
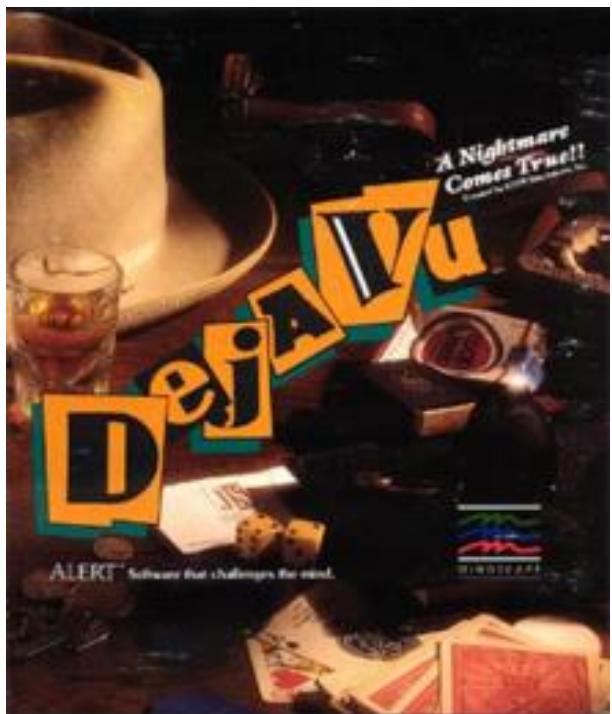
The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

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Made in Great Britain

Design & Artwork: Words & Pictures Ltd., London.

## Déjà Vu (Icon simulations)





1986

Swords and sorcery (PSS)





Now HOLDING DUST  
HIT MAGIC HANDLE ACT TALK



Now HOLDING DUST  
HIT MAGIC HANDLE ACT TALK

#### **4. The Controls.**

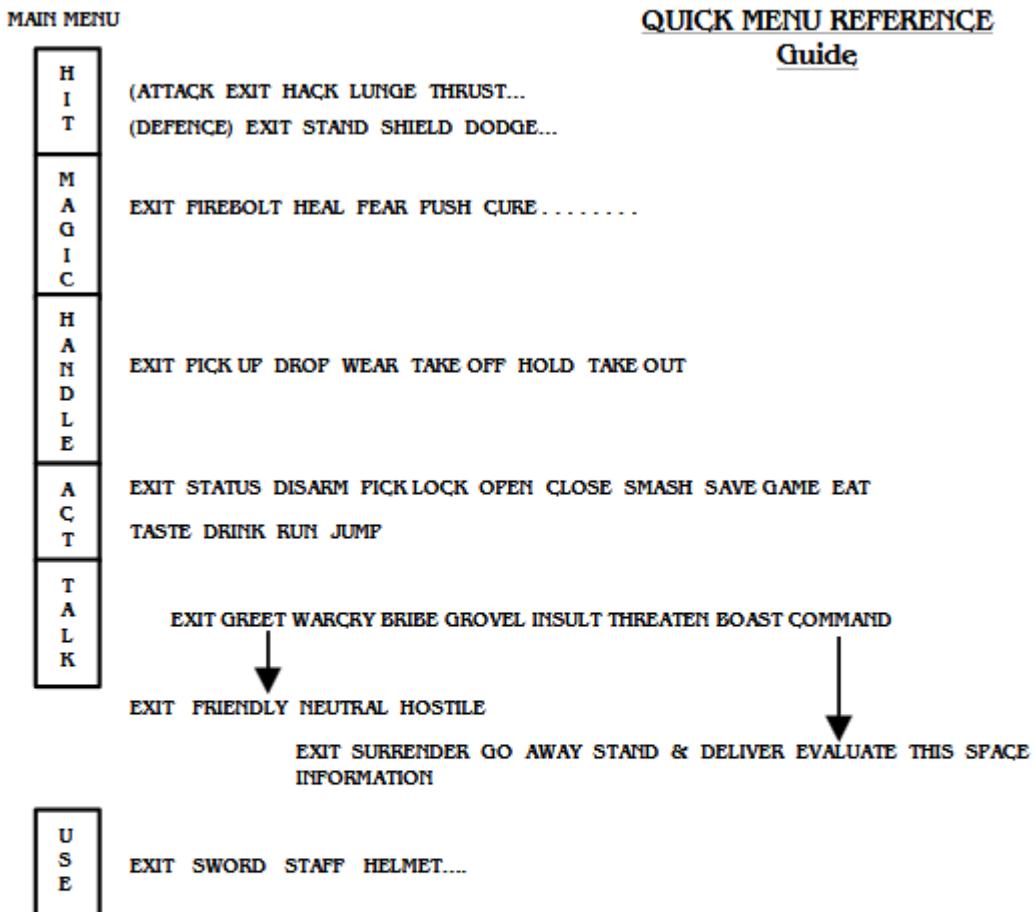
There are only 6 keys to worry about when playing **Swords & Sorcery** as most of your commands are menu operated. It is strongly recommended that the keyboard be used to play **Swords & Sorcery**. It is however possible to use the joysticks by selecting your choice after loading.

The keyboard controls are:

- 1** - TURN LEFT
- 2** - MOVE FORWARDS
- 3** - TURN RIGHT
  
- 8** - MOVE LEFT ON MENU
- 9** - SELECT CURRENT ENTRY/FIRE
- 0** - MOVE RIGHT ON MENU

The rest of the keys are reserved for text input on the few occasions when this is necessary (entering passwords etc.).

## 5. The MENU System



Unlike most adventures you will not spend ages typing in all the permutations of TAKE THE SWORD OFF THE TABLE in order to get the machine to understand. Almost all of the permitted actions are available from the MENUs which appear at the bottom of the screen. The MENU consists of a list of actions or objects to act upon, the left most of which (the current menu entry) is selected when fire is pressed. For example, to pick up an object, first select HANDLE on the MAIN MENU, by using the MENU RIGHT key to move HANDLE to the left edge of the screen (it is then lit up in a different colour) then press FIRE (or key 9).

The HANDLE menu then appears, giving you the options PICK UP, DROP, WEAR, TAKE OFF, HOLD & TAKE OUT. Select pick up and a list of the objects in front of you which can be picked up appears. Select the object desired.

The same system applies to other actions. For example to TAKE OUT a sword from a chest, SELECT HANDLE, TAKE OUT, the chest desired (there may be

more than one) and then the **SWORD** desired, now select **PICK UP** the object desired (in this case a **SWORD**). It will be put in your inventory and the main **MAIN MENU** will reappear.

## MENU DESCRIPTIONS

### The MAIN MENU

**HIT. MAGIC. HANDLE. ACT. TALK. USE.**

**HIT** -This brings up the **ATTACK** and **DEFENCE** menus (one after the other) thus allowing you to change your current attack and defence. It will also initiate combat if there is a monster in front of you. If there is nothing to hit at, the "NO TARGET" message will be flashed up.

**MAGIC** -This brings up the **MAGIC** menu - a list of the spells available to you. Selecting the spell desired will cause it to be cast.

**HANDLE** -This brings up the **HANDLE** menu, each function brings up object list menus as required.

**EXIT. PICK UP. DROP. WEAR. TAKE OFF. HOLD. TAKE OUT.**

**EXIT** -Return to main menu.

**PICK UP** -Pick up an object from a list of things in front of you.

**DROP** -Select an object from your inventory to drop.

**WEAR** -Select an object from your inventory which is wearable.

**TAKE OFF** -Select an object from those you are wearing (it remains in your inventory).

**HOLD** -Take an object from your inventory into your hand. Return whatever was held in the inventory.

**TAKEOUT** -First select the object to take out of, and then the object to take out. The object is added to the inventory.

All of these options can be EXITed at any stage, and can thus be used to look at what is where without actually performing the action. Flow back to the next main menu operation.

**ACT** -This brings up the actions menu:

**EXIT. STATUS. DISARM. PICK LOCK. OPEN. CLOSE.**  
**SMASH. SAVE GAME. EAT. TASTE, DRINK. RUN. JUMP.**

**EXIT** -Return to top menu.

**STATUS** -Display various bits of status information.

**DISARM** -Attempt to disarm a suspected trap on a chest.

**PICK LOCK** -Attempt to pick lock on chest.

**OPEN** -Select a closed object to open.

**CLOSE** -Select an open object to close.

**SMASH** -Use your weapon to break the lock and open a chest. Easier than using PICK LOCK & OPEN but...

**SAVE GAME** — This saves the data for the game in its current state. (See Saving and reloading a game for full details.)

**EAT** -Eat currently held object.

**TASTE** -Taste contents of currently held bottle.

**DRINK** -Drink contents of currently held bottle.

**RUN** -Obviously, this makes you RUN. Useful for moving in a hurry! Only lasts a maximum of 5 seconds.

**JUMP** -This causes you to jump up and forwards. It can be used to cross pits/ jump on top of tables etc. Jumping is a skill which you can improve with practice.

**TALK** -Brings up the TALK menu.

Each of these options will cause a suitable sentence to be generated and "spoken" to the monster in front of you. Your speech will be printed on the text display in black. The monster's reply will be printed in red. Other effects are detailed below.

**EXIT. GREET. WARCRY. BRIBE. GROVEL. INSULT.  
THREATEN. BOAST. COMMAND.**

**GREET** -This gives you access to the greet sub-menu: EXIT. FRIENDLY.

NEUTRAL. HOSTILE.

**EXIT** -Back to main menu.

**FRIENDLY** -A friendly greeting.

**NEUTRAL** -A polite but not grovelly meeting.

**HOSTILE** -A distinctly impolite greeting.

**WARCRY** -This causes a suitable battle cry to issue forth.

**BRIBE** -This brings up your inventory menu and allows you to select an item with which to attempt to bribe your foe.

**GROVEL** -This generates a suitably placative sentence.

**INSULT** -Use this to insult your enemies.

**THREATEN** -Threats can be effective in frightening monsters.

**BOAST** -Subtly different from threat.

**COMMAND** -Gives access to the command menu.

The COMMAND MENU is used to command your foes to do something.

**SURRENDER** -Monsters must either have surrendered or been bribed before they will help.

**GO AWAY** -If the monster can AND feels like it he will trundle off.

**STAND & DELIVER** -This one is fun but don't expect the monster to be carrying the crown jewels. Often.

**EVALUATE THIS** -Asks the monster to give a valuation of what you are holding. They sometimes lie (badly). Useful for later bribes.

**INFORMATION** -Asks the monster to give you a clue or hint of some kind.

Last on the main menu is USE:

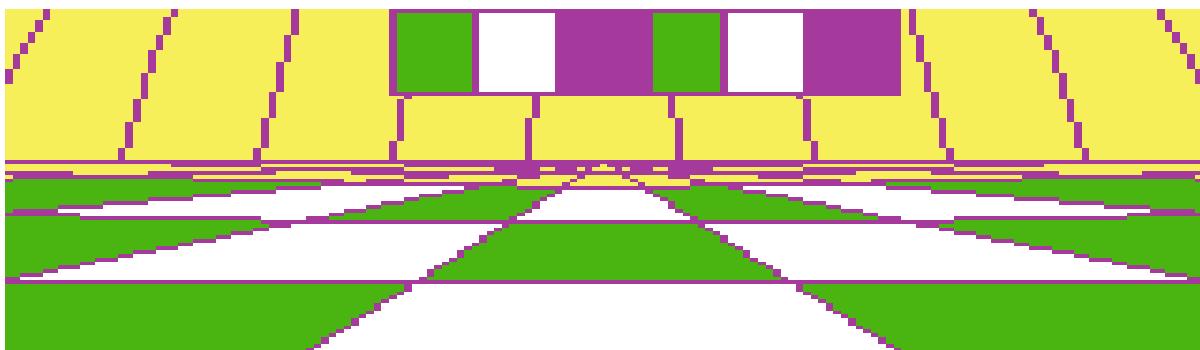
**USE** -USEing a magical item attempts to invoke its most powerful features. Only the most powerful artifacts respond to this command.

## Master of Magic (Master tronic)



Los objetos al alcance aparecen en la parte inferior, con el joystick se maneja un menú que permite interactuar con los objetos. El punto es el personaje que se desplaza por el escenario.

## Snowball / The worm in paradise / Return to Eden (Level 9)



Taken. A group of smiling people jog by.  
What now? SAY HOME  
Two droids run up with a sedan chair and carry you home.  
You are on a walkway around the Eden Transport system, a force grid which looks like a massive dart target. Exits lead north-ish to the 12 ET rings. An exit leads south. The floor is colour coded: brown grey black grey brown blue brown.  
What now? ■

Son aventuras con muchas pantallas, ilustraciones sencillas pero numerosas.

## The Pawn (Magnetic Scrolls)

PALACE GARDENS

5/11



Files Text Specials Goodies  
standing in the northwest corner of the gardens is a  
toolshed.  
There is a mat here.  
>look under mat\_

La ventana de gráficos puede desplazarse para dejar más sitio a los gráficos.

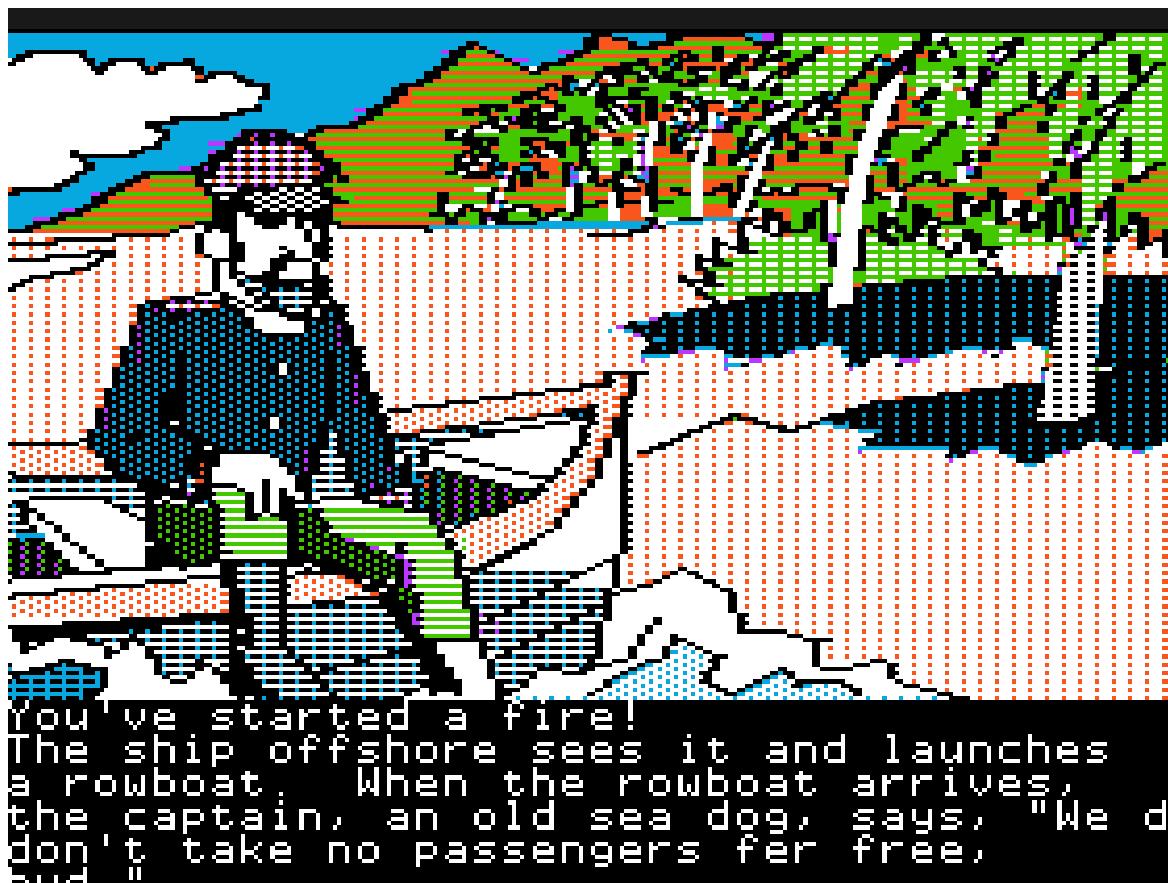
ON THE PATH

0/1



Files Text Specials Goodies  
You are on a gravel path which turns to the right up a steep mountain. The  
west is a dying forest. Eastward is a vast, grassy plain and the path also  
continues southward.  
>

## MindShadow (Activision)



## Alternate Reality (Datasoft)



**Shadow of the Unicorn** (Mikro-gen)

**W MTHLMTH On Oslar**

**S**

**E**  **W**

**Energy**  
**Injury**



**D**



**W MTHLMTH On Oslar**

**H**

**W**  **E**

**Energy**  
**Injury**



**S**



## **Keyboard Controls**

Top Row, keys 1 to 0 - Character Selection Keys (when they can be controlled)

Second Row, keys Q to P - Alternate keys Left and Right

Third Row, keys A to Enter - Fight

Bottom Row, Caps Shift to V - Alternately Turn to View Left or Right

Bottom Row, keys B to Space - Action - Take - Drop etc.

Caps Shift + Space together - Return to Menu

## **Joystick Controls**

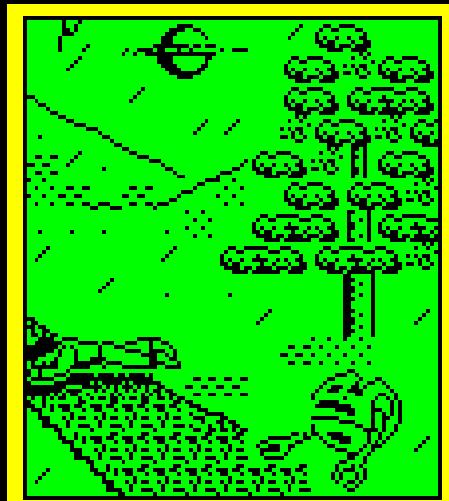
- |              |                             |
|--------------|-----------------------------|
| Left - Right | - Move Left or Right        |
| Up           | - Action - Take - Drop etc. |
| Fire         | - Fight                     |
| Down         | - Turn to View Right        |

## **Characters**

- 1 = MITHULIN (KING OF ORONFAL)
- 2 = AVARATH (WIZARD OF THE ZIM-FARINID)
- 3 = HOLDIN (CAPTAIN OF FALFORN)
- 4 = ROLQUIN (QUEEN OF FALFORN)
- 5 = SHARMER (DWARF FROM RIMERSEL)
- 6 = ULIN-GAIL (SATYR FROM HARVENA)
- 7 = GUINOL (TOPIL HUNTRESS)
- 8 = VILYAN (GREEN MAN OF THE FORESTS)
- 9 = KIELMATH (KEEPER OF THE BOOK)
- 0 = LAIRMATH (CAPTAIN OF FALFORN)

## Souls of Darkon

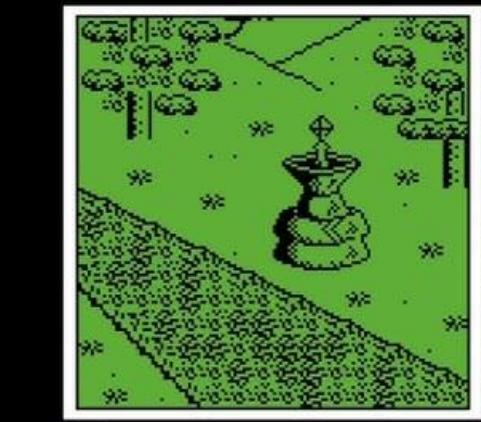
YOU COME ACROSS THE REMAINS OF A DEAD WARRIOR. DYING NEXT TO HIM IN THE MUD IS A DAMAGED KOMPUTA DROID.



W  
You can't go north  
OK  
EXAMINE DROID  
THE ALMOST LIFELESS DROID SAYS AS YOU ARE, I ONCE WAS. AS I AM YOU WILL BE.

La parte superior es la descripción de la localidad y se mantiene constante. El gráfico abajo a la izquierda está formado por sprites/tiles. El input abajo, y el log a la derecha.

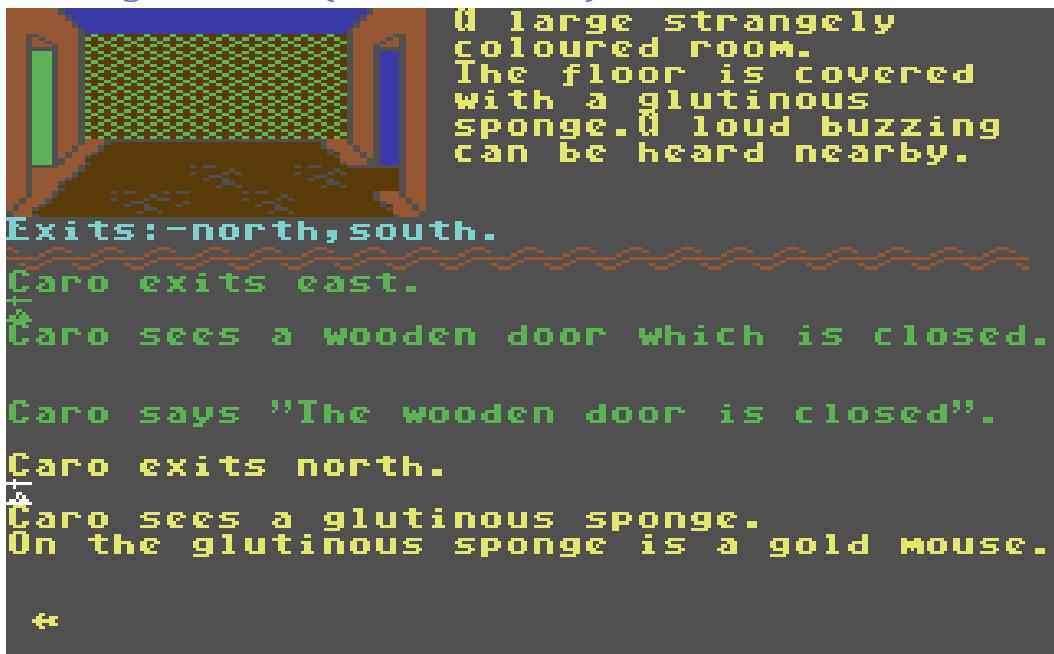
KOMPUTA FOLLOWS YOU TO THE CRYSTAL FOUNTAIN. IT GLISTENS IN THE LIGHT SHINING FROM THE SCANNER EYE OF KOMPUTA.



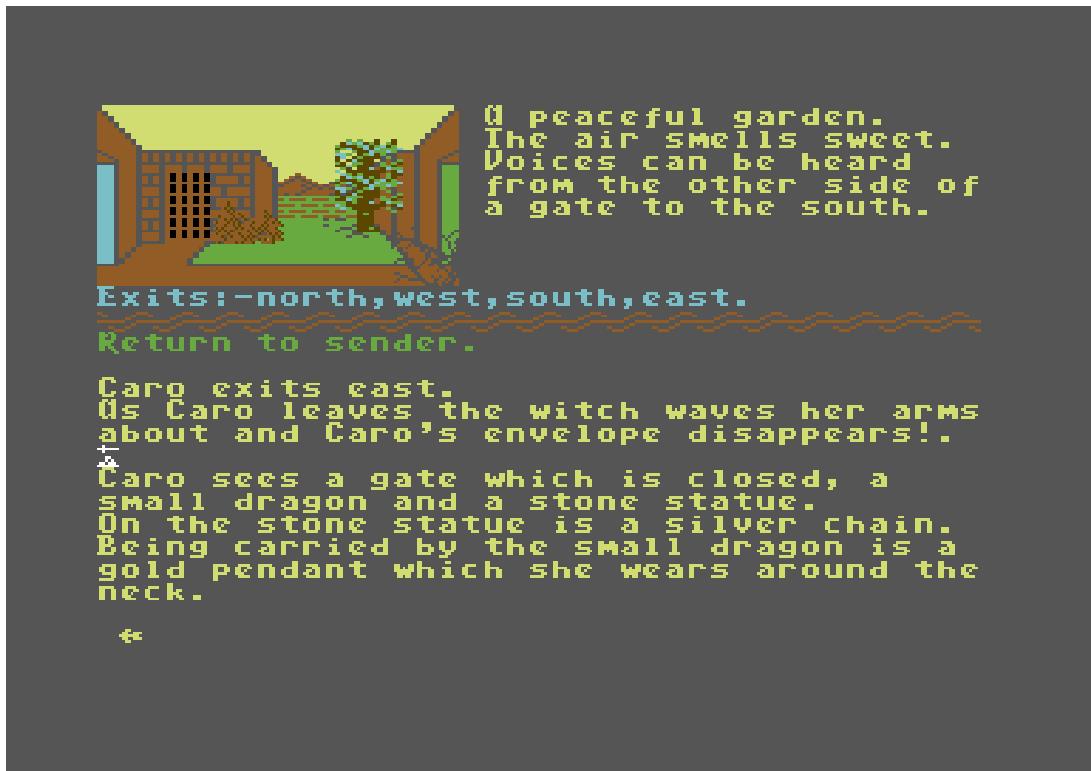
OK  
EXAMINE BARREL  
THE SWORD HAS BEEN LEFT IN HERE TO COOL  
GET SWORD  
OK  
W  
OK  
PUT CRYSTAL IN fOUNTAIN  
THE fOUNTAIN STARTS PRODUCING LIQUID GOLD  
FILL BOTTLE WITH GOLD  
OK

€■

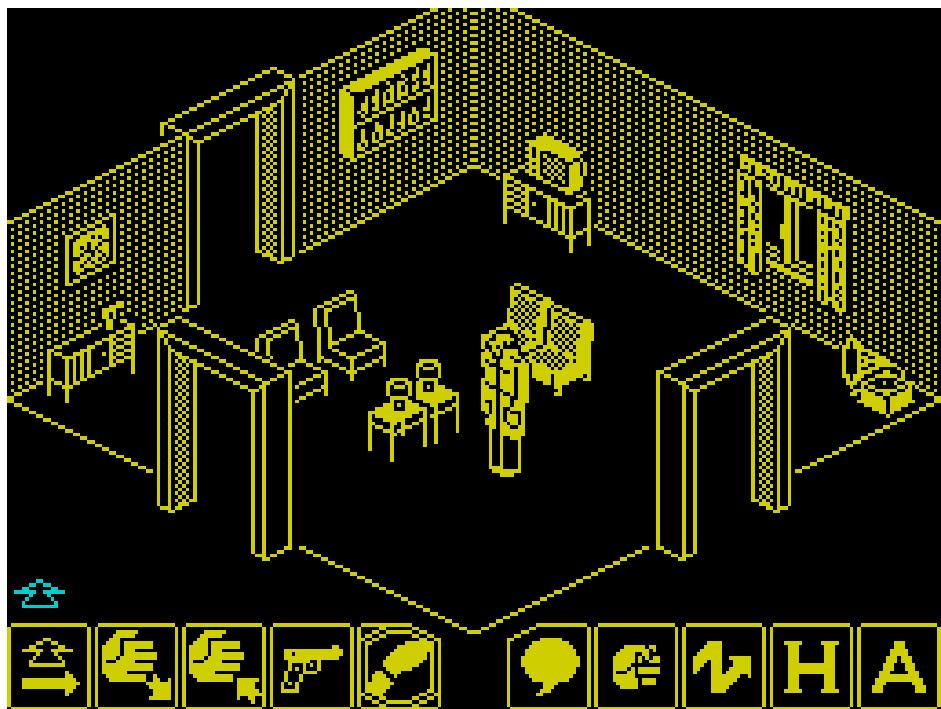
## The Magician's Ball (Global software)



Los gráficos son como los de un dungeon crawler, construidos de un tileset.



## Movie



On-screen scoring shows the number of rooms you have traversed as a percentage of the total and an overall score dependant upon accomplished tasks.

At the bottom of the screen is the Icon menu which allows you to move between modes and chooses the action which you wish to pursue. Also shown above the Icon menu are the objects you are carrying - your INVENTORY.

INVENTORY    DROP    PICK-UP    SHOOT    WALK    TALK    PUNCH    THROW    HALT    ABORT

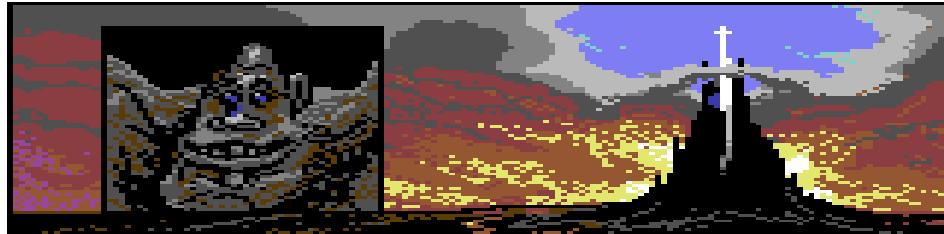
To move to the Icon menu, press the FIRE button, move the Icon cursor (rectangular box) over the required Mode and press FIRE again.

To Halt the game move over H Icon and press FIRE, to restart press FIRE.

To Abort move cursor over A Icon and press FIRE twice.

To use an item you are carrying select INVENTORY using the Icon cursor, you can then move the inventory arrow to the item you wish to use.

## The Never ending story

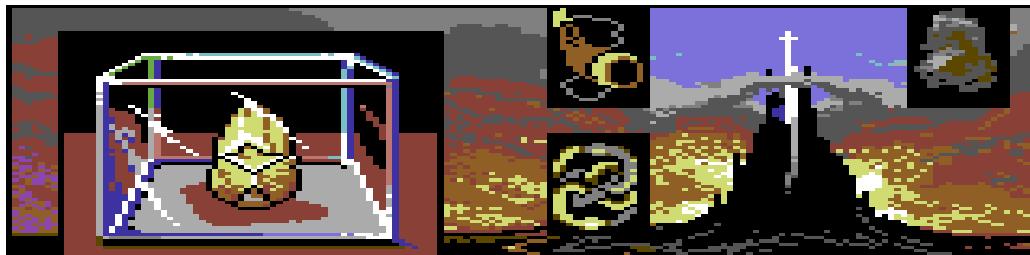


**A**treyu stands in a small clearing in the middle of the Great Forest. There is a campfire burning brightly in the centre of the clearing and a small Forest track leading off to the northeast.

Rockhitter is here.

Rockhitter tells you that he is making his way to the ivory tower to tell the Empress about the Nothing, and then scurries off into the Forest.

→



The bushes blaze briefly and are gone!

The branch has burnt completely dudly.

→

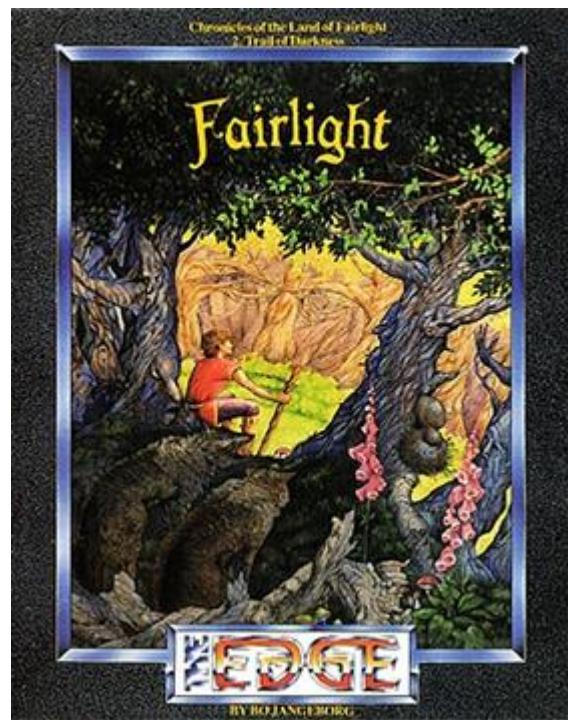
**A**treyu stands in the centre of Morla's cave. There is a small tunnel in the north wall.

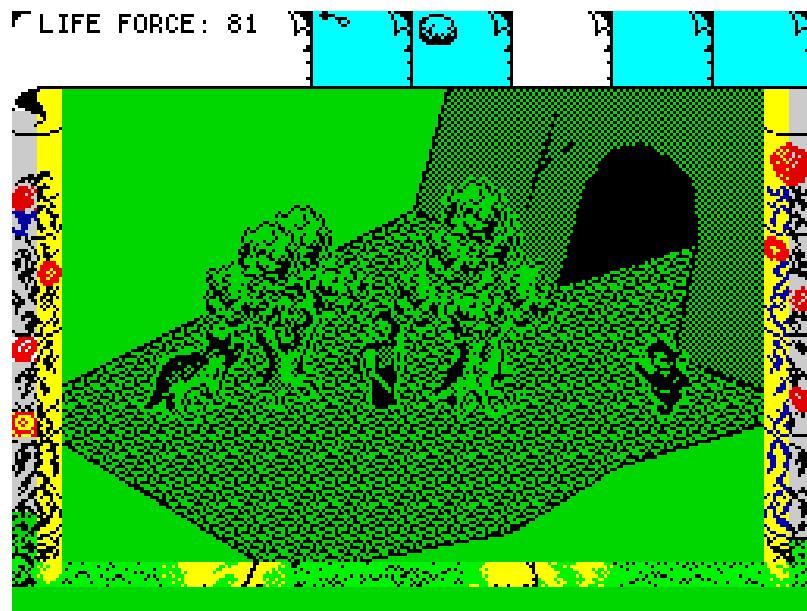
Lying on the ground is a solid glass box with a large crystal inside it.

→

Un gráfico para la localidad, al examinar objetos o hablar con los personajes aparecen unas viñetas con el detalle.

## Fairlight / II (EDGE)





## CONTROLES

Y-P Arriba y derecha

H-ENTER Abajo e izquierda

Q-T Arriba e izquierda

A-G Abajo y derecha

SYM-SPA Salto

B-M Lucha

X-V Levantar

CAPS/Z Saltar

1-5 Seleccionar objeto

6-7 Usar objeto seleccionado

SYM-O Recomenzar partida

SYM-SPACE Pausa

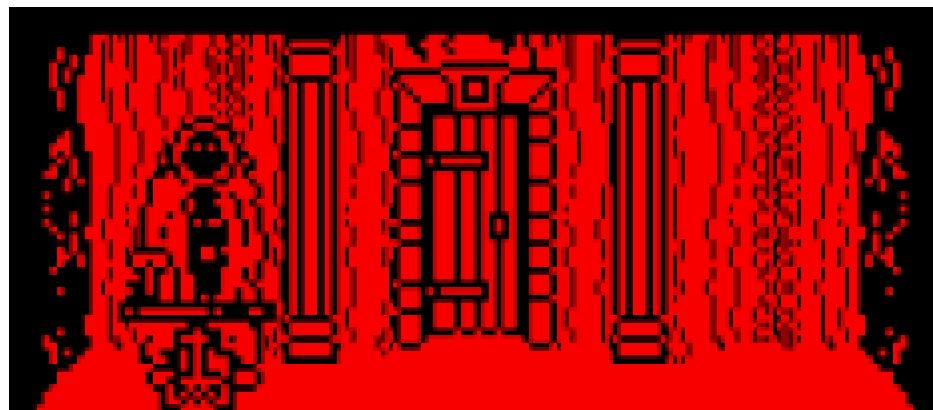
Nine princess in amber (Telarium)



Copyright © 1985 TELARIUM CORP.  
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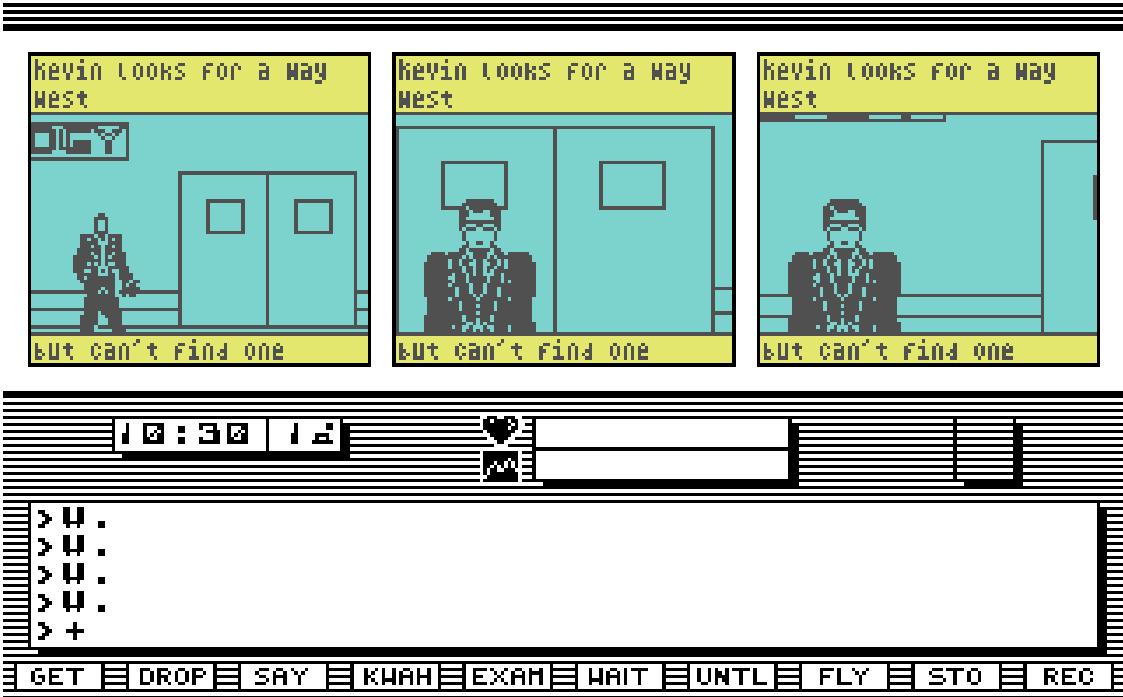
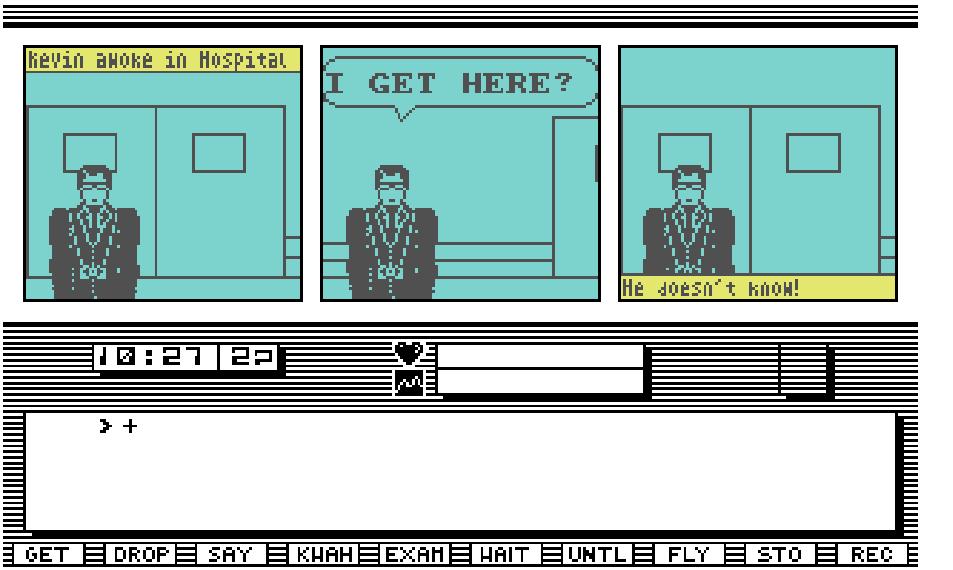


## Heavy on the magick (Gargoyle games)



Movimiento por teclado + comandos por parser + comandos con teclas.

## RedHawk / KWAH! (Melbourne House)



Entrada por comandos, los atajos de teclado (iconos) son accessibles con las teclas numéricas.

## Hunchback adventure (ocean)



Quasimodo stands at the bottom of a long flight of stairs which lead up and are lost among the shadows far above. The only other exit is to the east.  
Quasimodo begins to ascend cautiously!

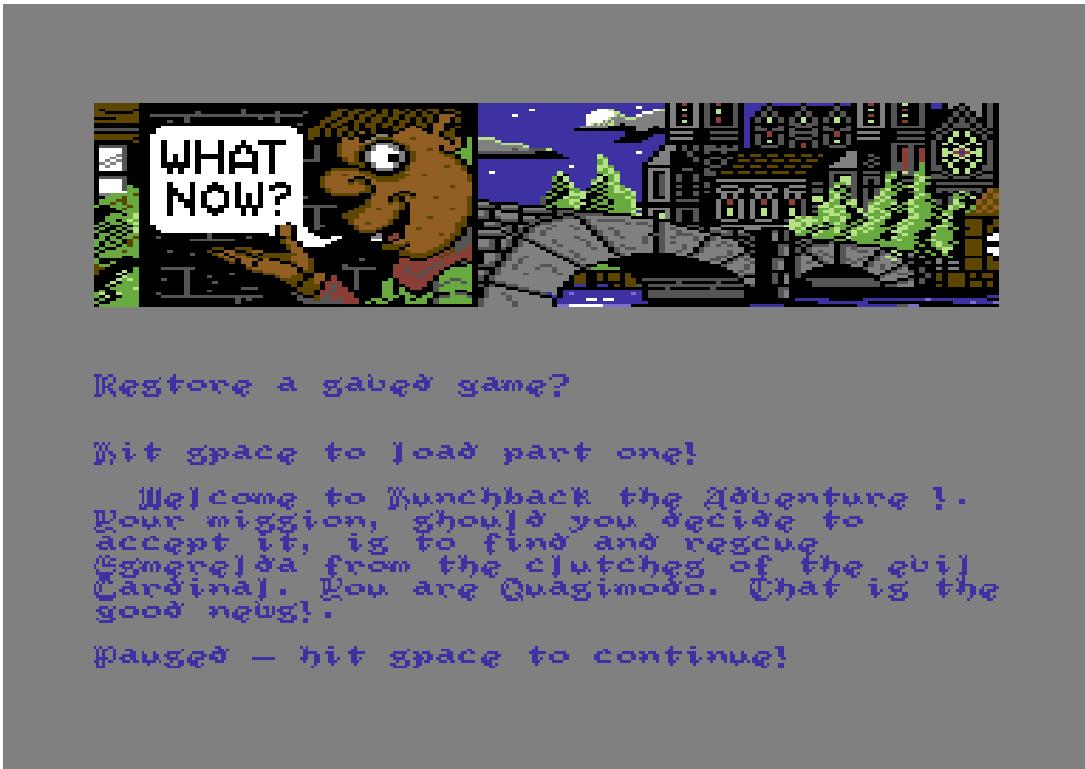
Pause - hit space to continue!

Hit space to load part three!

And go to the evil cardinal's mansion!

Pause - hit space to continue!

De corte similar a Neverending Story. Gráfico genérico para la localidad/zona y se añaden viñetas con gráficos para determinadas situaciones.



Restore a saved game?

Hit space to load part one!

Welcome to Hunchback the Adventure! Your mission, should you decide to accept it, is to find and rescue Esmeralda from the clutches of the evil Cardinal. You are Quasimodo. That is the good news!

Pause - hit space to continue!

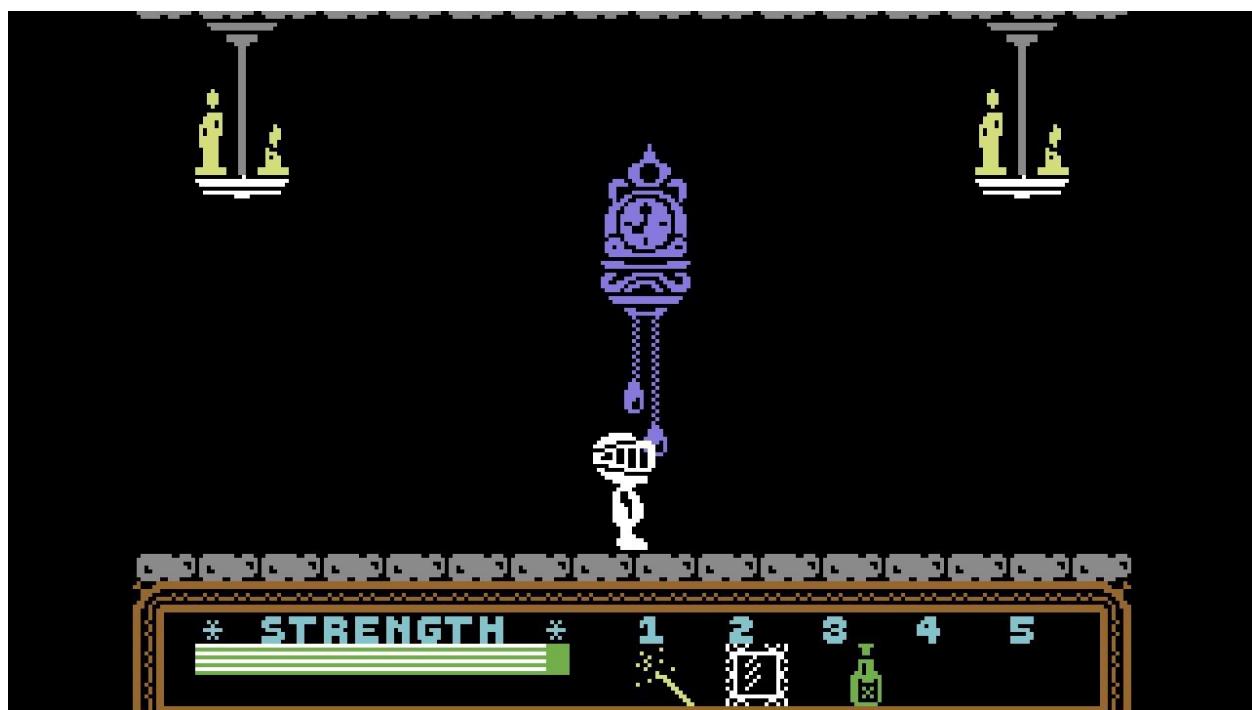
## TASS TIMES

<http://www.hardcoregaming101.net/tass-times-in-tonetown-apple-iigs-apple-ii-commodore-64-amiga-atari-st-ibm-pc-macintosh-1986/>



Parser + iconos.

Stormbringer/Finder Keepers/Spellbound / Knight Tyme



## Contact Sam cruise / School Daze / Back to School



## The Bard's Tale I/II

**The Castle**

Your light illuminates the dingy walls of Fanskar's fortress. You hear voices in the distance.

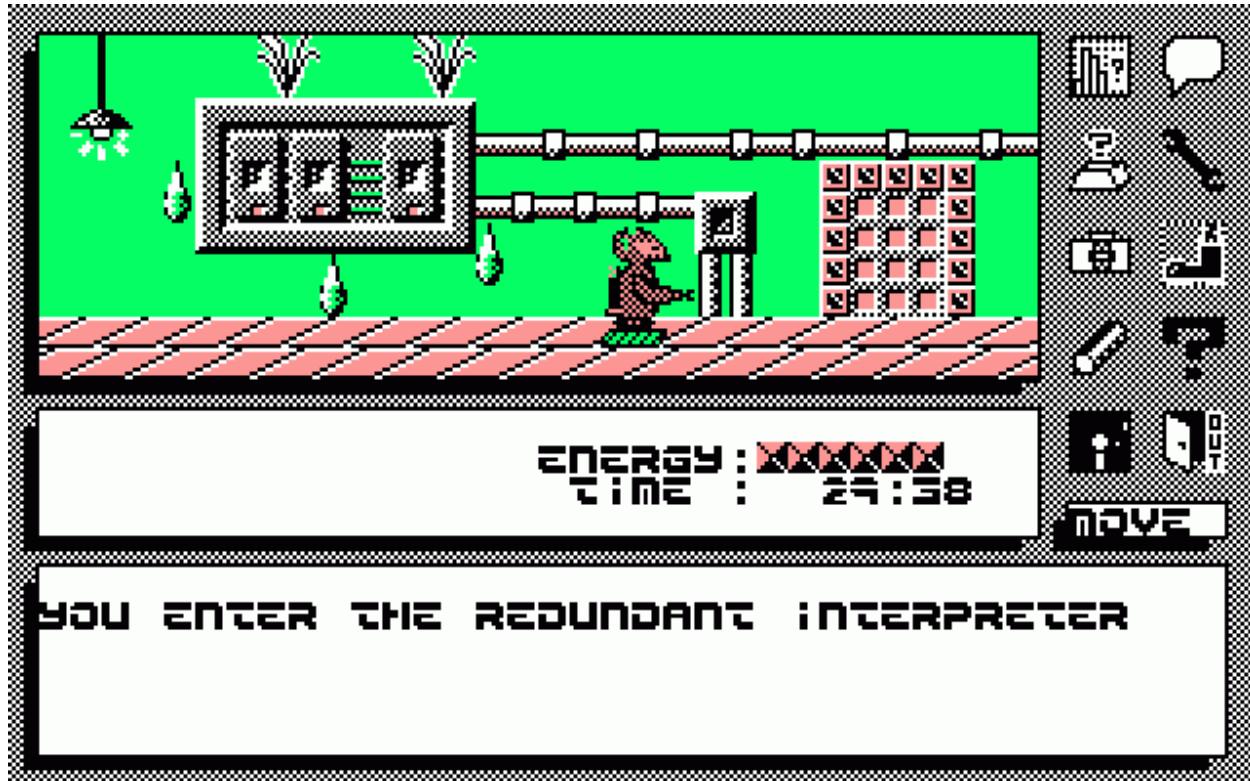
(CONTINUE)

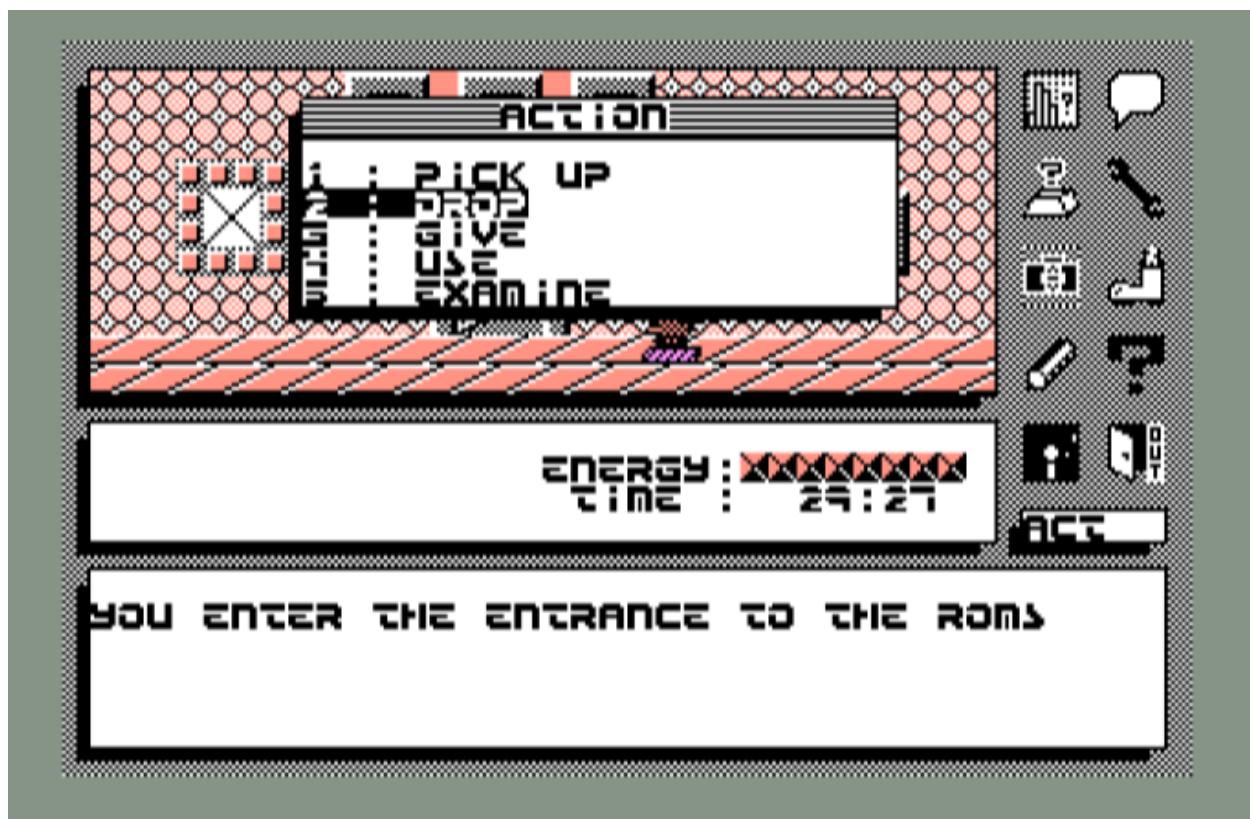
CHARACTER	AC	HIT	PTS	SPL	PTS	CL.
1 BARD	L+	1134	1134	0	0	Ba
2 SWERT	L+	1053	1053	0	0	Hu
3 YUAN TI	L+	768	768	0	0	Mo
4 AGAMEMNON	L+	137	137	0	0	Pa
5 GANYMED	L1	421	421	899	899	Am
6 ADRAMALECH	-7	382	382	349	322	Am
?						

**Skara Brae**

Character Name	AC	Hits	Cnd	SpPt	C1
CAIN	4	13	13	0	Mo
ALBION	3	17	17	0	Ma
GANDALF	10	14	14	0	Co
MACLEOD	3	15	15	0	Pa
LEGOLAS	7	18	18	0	Ba
MERLIN	10	18	18	0	Ma

## Icon Jon

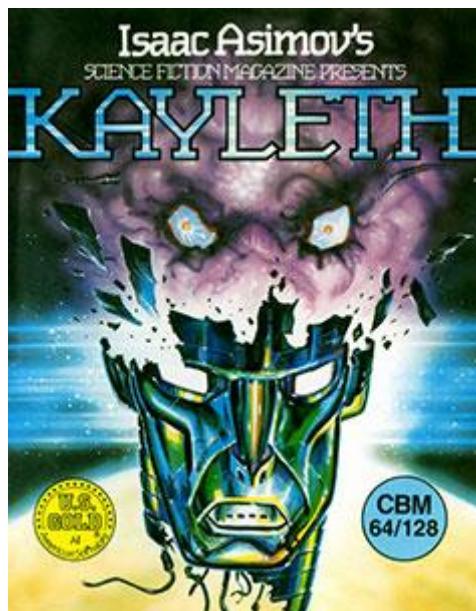




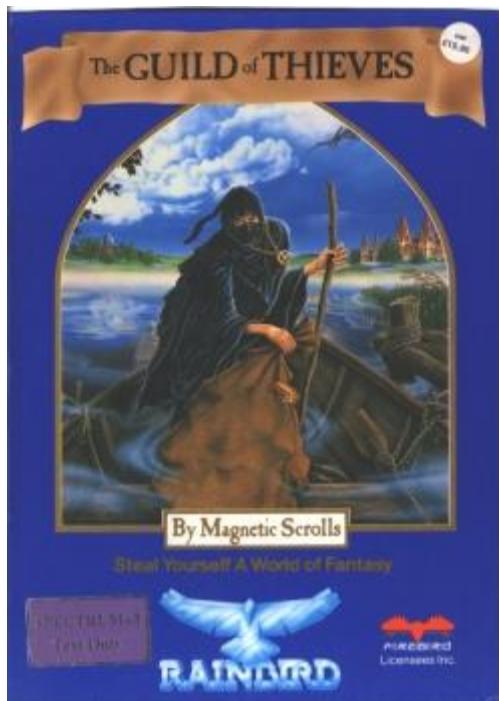
Control por teclado , al pulsar disparo se pueden usar los iconos. El juego se desarrolla dentro de la arquitectura de un ordenador como una parodia de Tron.

1987

Kayleth (US GOLD)



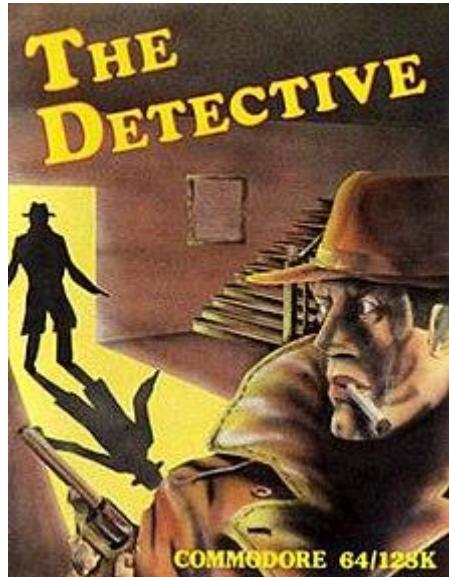
## Guild of Thieves



## The Detective (Trianon)

<https://www.youtube.com/watch?v=hTuW-rW2hBE>

<https://gamefaqs.gamespot.com/c64/568356-the-detective/faqs/35402>





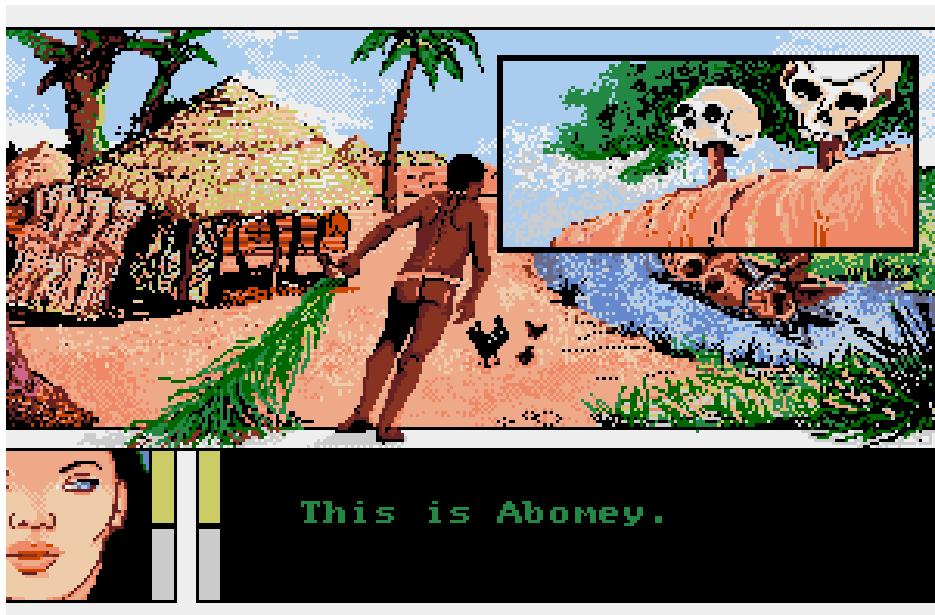
- The first icon, of an opened box, lets you check a certain area for items. This is only of any use if you're touching a container like a cabinet, a closet, a bed or whatever. The border of the screen briefly flashes blue whenever you touch a container or door, giving you a visual clue when it's worth exploring. Any items you find can be taken, but you can carry only five of them.
- The second icon, of a magnifying glass, allows you to examine an area more closely. If you're touching an object the game will tell you what it is. If you're touching a wall, Snide will check for secret doors, of which there are a fair few in the mansion.
- The third icon, of an alarm clock, will pause the game and tell you the in-game time. Snide's investigation starts at 9:10, and you have until 11:30 to catch the killer. The game runs in real time for as long as you don't have it paused, giving you two hours and twenty minutes of real time to solve the case.
- The fourth icon, of a list, will call up your inventory. You can select one of the items you're carrying and do various things with it; open it (if it's a container), examine it, drop it (if you're touching a container in the room you can drop it in), put it inside another item you're carrying, or do various other things depending on what it is (reading a letter, eating pills, etc.).
- The fifth icon, of a plus sign, allows you to use one item or another. First you pick the item to be used, then you select an action (out of Open, Break, Cut and Examine), then finally the item to use it on. You won't use this much, but you need the option a couple of times.
- The sixth icon, showing handcuffs, lets you arrest the murderer once you've identified them. You need to have gathered ten evidence items and put them all in the Padded Envelopes you'll find in your room before you have enough of a case.
- The seventh icon, showing the letter Q, lets you question any of the other guests if they're in the room at the time. You can ask them about Mr McFungus, about an item you're currently carrying, or about any of other guests.
- If you are near a door, most icons are gone; you have an icon to open or close the door instead, and you retain your inventory icon (just in case you need a key to unlock the door).

## Passengers on the wind

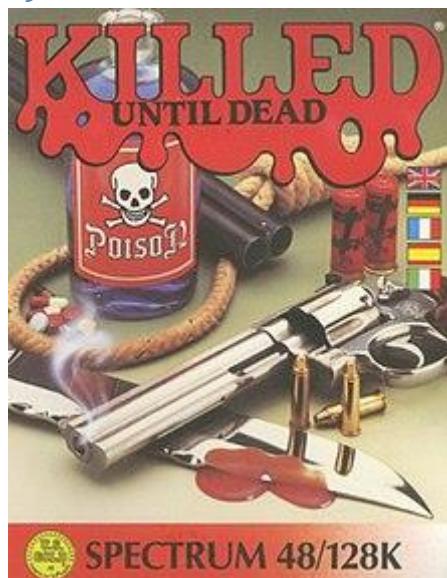


El juego es básicamente pulsar en los cuadrados de colores de abajo para crear las conversaciones de los personajes. Ilustración general y viñetas para momentos puntuales.





## Killer until dead (US GOLD)



### THE STORY SO FAR . . .

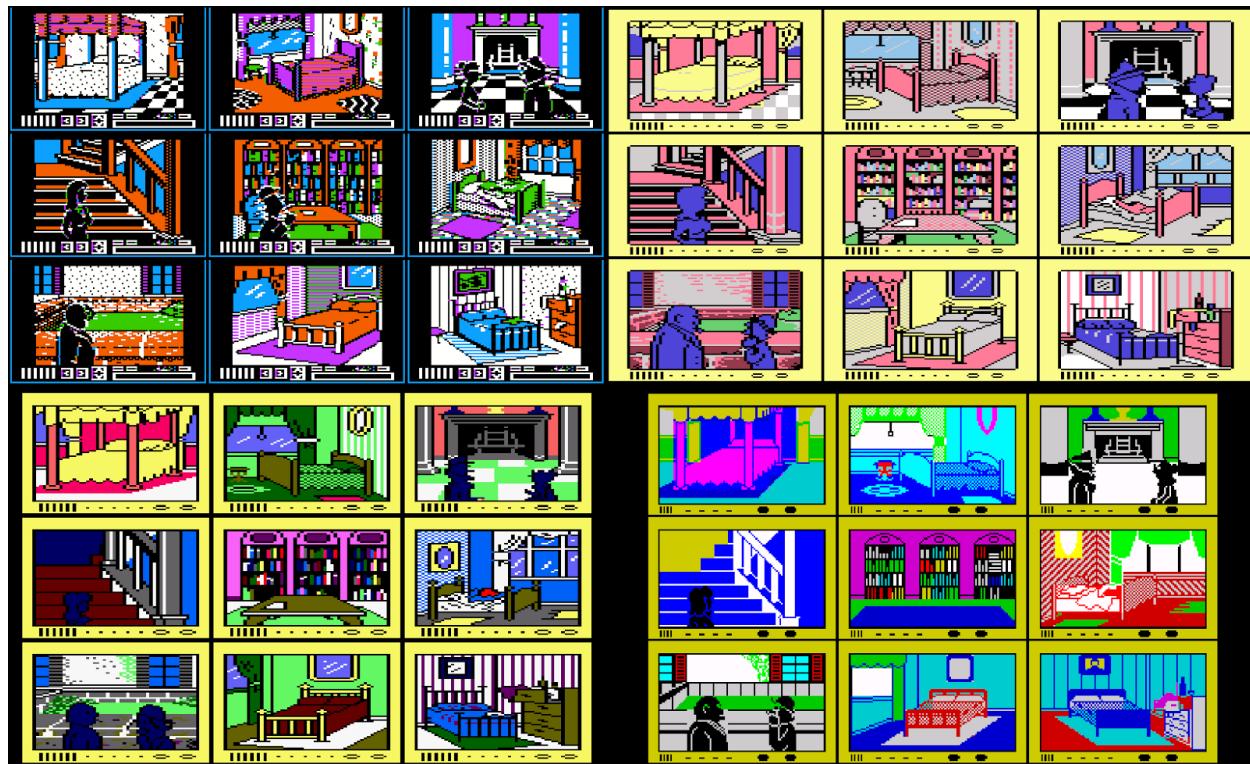
The world's Five Greatest Murder Mystery writers are gathered at the **Gargoyle Hotel** to turn their fictional plots into real-life murder and mayhem.

As **Hercule Holmes**, the World's Greatest Detective, you face the ultimate challenge: You must discover the would-be Murderer, Victim, Weapon Location and Motive—**BEFORE** the killer commits the deadly deed.

Can you meet the test? Can you uphold the family honor? Can you stop . . .

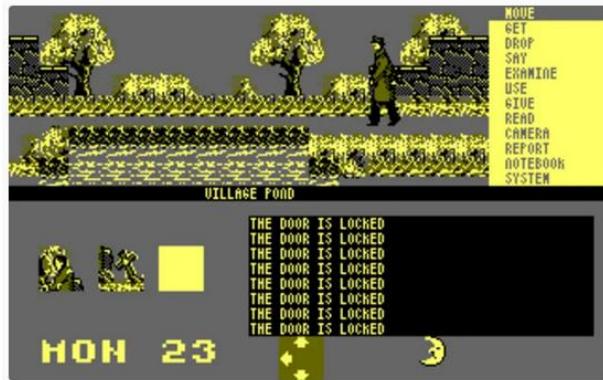


Se juega desde el despacho del investigador que tiene acceso a los archivos de los personajes, y un juego de cámaras que permite ver lo que hacen los personajes en sus habitaciones. También se puede cuestionar a los sospechosos, hay varios niveles de dificultad y muchos casos para resolver.



The Mistery of Arkham Manor (Melbourne House)





## Golden Path (Firebird)



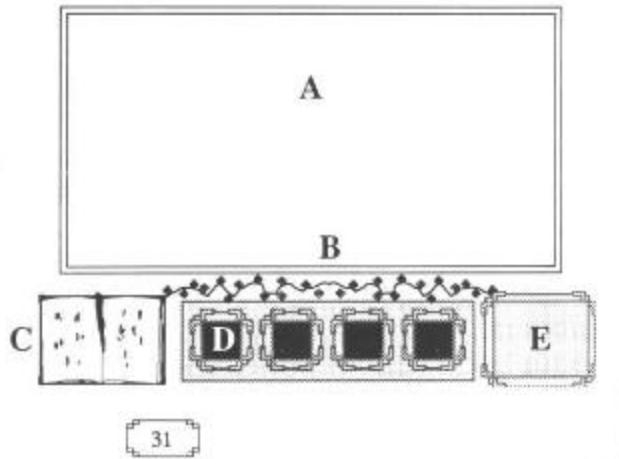
## How to play

On the road to enlightenment you will encounter many different situations which you must use your cunning to overcome. Like all adventures it pays to make a map, and if you think you are stuck then experiment with what is around you.

The Book of Paths will hold some clues for you.

### Screen Layout

- A - Playing Screen
- B - Vine
- C - Book of Knowledge
- D - Empty pockets
- E - The Path  
(small screen)



### Control of the Monk

The mouse directly controls the position of a Chinese symbol on the screen. This is your pointer.

When the left button of the mouse is pressed the monk will walk towards the pointer until he is near it. When the monk has a choice of paths he will take the high path if the pointer is above his head and the low path if it is lower. The best way to move the monk around is to position the cursor to beyond where you want the monk to go, without pressing the buttons, then hold down the left button.

e.g. To leave a screen for another location place the pointer in the appropriate margin to the left or right of the main screen, and hold down the left button.

To put down or pick up an object, move the pointer onto the monk's body and hold down the left button.

To transfer an object from the monk's hand to a pocket, move the pointer over the empty pocket and click the left button.

To retrieve an object from a pocket, move the pointer over the object and click the left button.

To punch out at opponents` and block their attacks click the right mouse button. To kick out at an opponent, click the right mouse button over the monk.

To use an object you are carrying, click on the monk with the right button. A question mark will appear over the monk as he tries to use the object in his current situation. If he finds a use for the object the question mark is replaced by an exclamation mark.

To throw an object you are holding, click the right button with the pointer positioned where you wish the object to land. Objects can be thrown from one screen to the next by placing the pointer to the right or left of the screen.

32

### The Vine

The Vine and its flowers are an indication of your life force. If the Vine withers to nothing you will die. When food is eaten or puzzles are solved the vine will rejuvenate.

### The Book of Knowledge

The Book of Knowledge describes your present situation. To read the text move the pointer over the book and click the left button. To return from the text, click again on the left button. The text has many hints and clues in it, so if you are at a loss for what to do next, read the book! If the book is open this indicates that you have either not read this text before or that there is additional information. If the book is closed then there is nothing new for you to read.

### The Picture

This miniature screen shows the way of the Golden Path.

### Notes on game mechanism of Golden Path

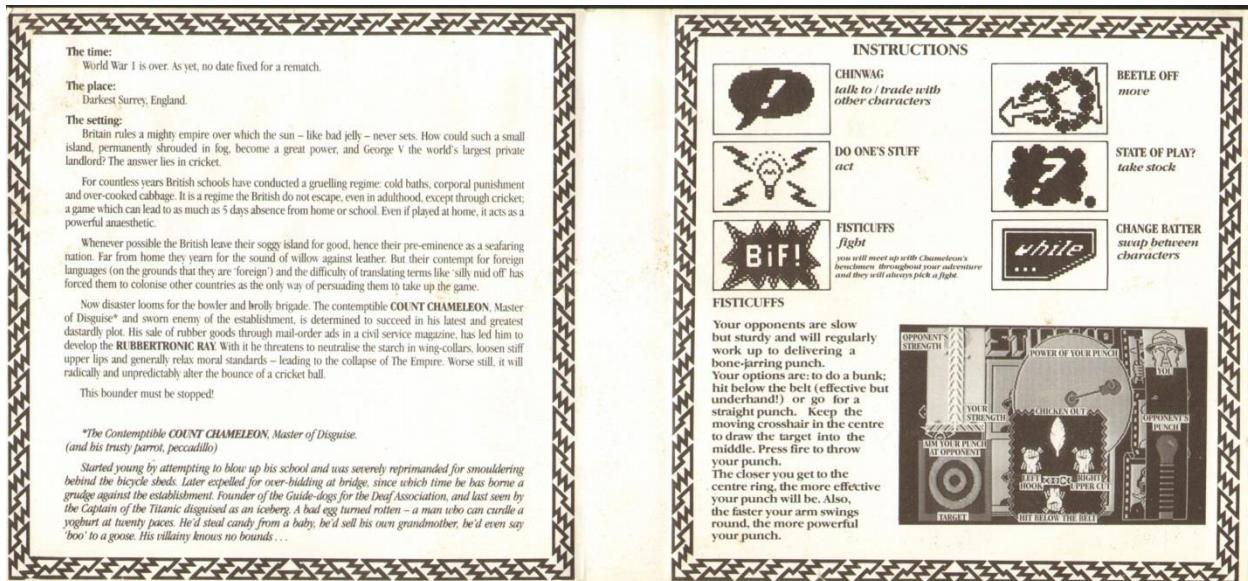
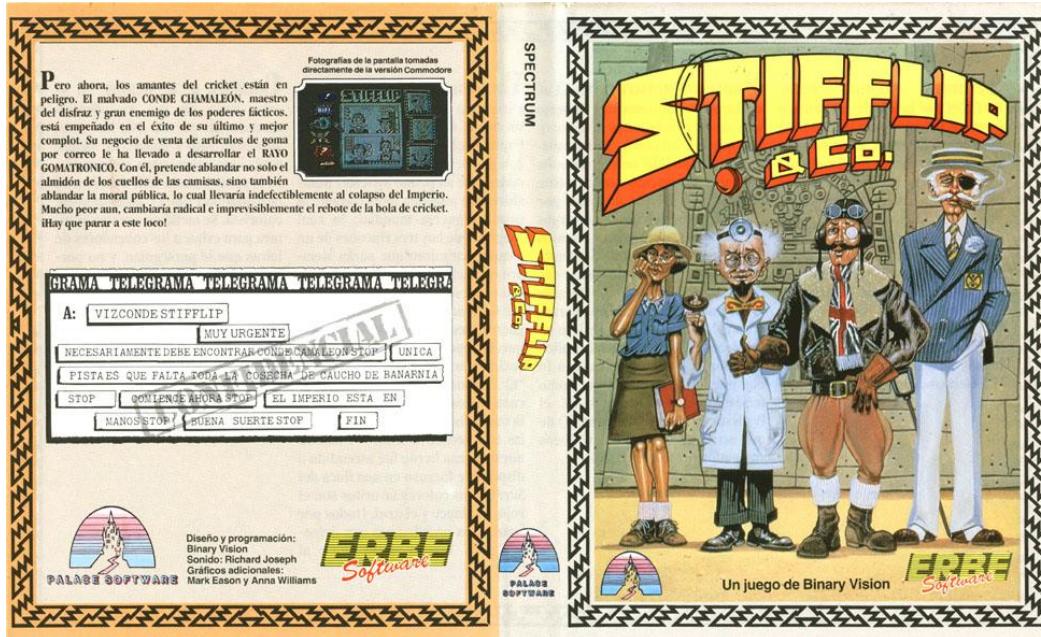
### Puzzles

Progress through the game is rewarded with extra vine power. This can be by solving a puzzle, using an object, reading a character's message etc. The rate at which the vine withers increases with time, but any success in the game will arrest the increase in the wither rate. If the player chooses to cheat and restart his game from the current position then the wither rate is substantially increased and another goblin is allowed to chase you. Unenlightened behaviour, like kicking the starving man, withers your vine even more. The vine healing mechanisms in the game that can be repeated halve in effectiveness every time they are used.

33

## Stifflip & Co (Binary vision)

<https://www.youtube.com/watch?v=NVohqycmElo>

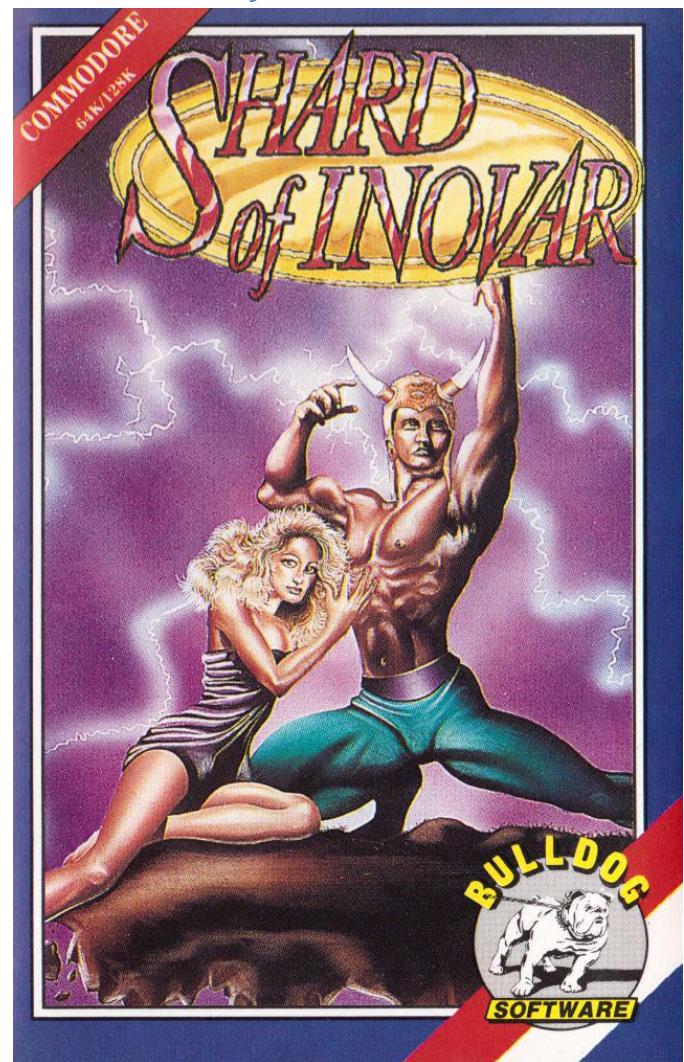




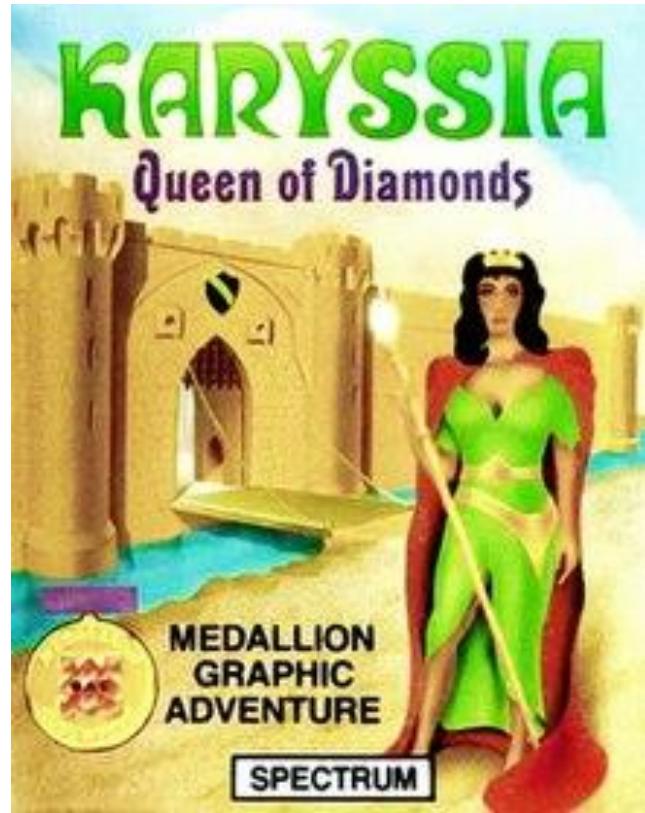


Iconos de acción a la izquierda, la parte central se desarrolla como una tira de cómic. Los personajes a elegir aparecen a la derecha. Los iconos abren los menús con muchas opciones. El juego se basa en ir 'andando' e ir resolviendo las situaciones que se presentan. No hay un mapa como tal.

Shard of Inovar (Zenobi software)



## Karyssia / Karyssia: Queen of Diamonds (ZX Spectrum)



You are in the Sword and  
Sunder inn. The innkeeper,  
Barrinir, is here. The scullery  
is to the west. A large stone  
stairway leads down. A painting  
hangs on the southern wall.  
What now? ■

Aventura de texto con algunas pantallas con gráficos en isométrico.

## Murder on the Mississippi





With all due respect, you'd think a man like that would be above suspicion. Yet he kept on asking me about the stops we make. I wouldn't tell him a thing. Those're the Captain's decisions to make.

Would you like the notebook, M'Lord?

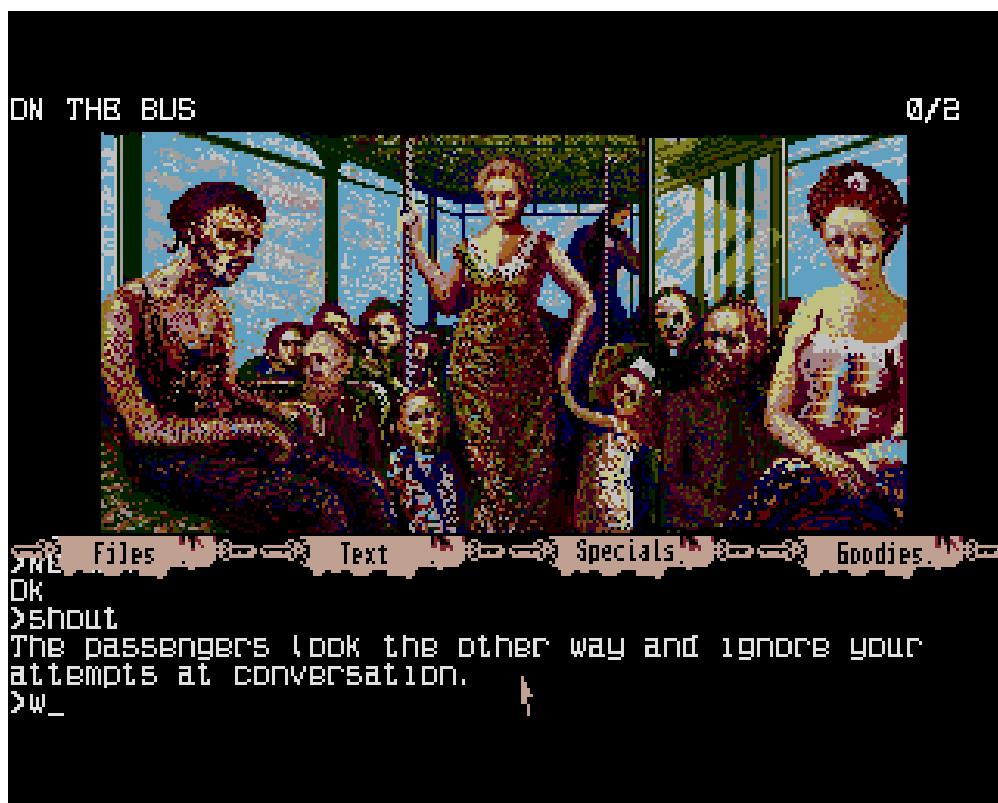
(button=yes / stick=no)

Aventura también publicada para NES/Famicom. Personaje se desplaza por las habitaciones, las acciones se eligen a partir de un menú. Cambian en función de la ubicación del personaje. Se pueden visitar todas las localidades y hablar con un gran número de personajes.



1988

## Jinxter (Magnetic scrolls)



## CONSERVATORY

5/42



files Text Specials Goodies  
you files Text Specials Goodies  
admiringly at your vicious cacti, lining the glass  
wall in potfuls. Your library is south of here,  
your kitchen west, and the back door leads north to  
the garden.

>get tablecloth\_

## LIBRARY

5/44



files Text Specials Goodies  
is files Text Specials Goodies  
possibly Professor Moriarty, depending on your  
mood. Your conservatory is northwards through a red  
padded door (one of the Sherlock Holmes  
accessories); and the hallway lies southwest.

>get telephone\_

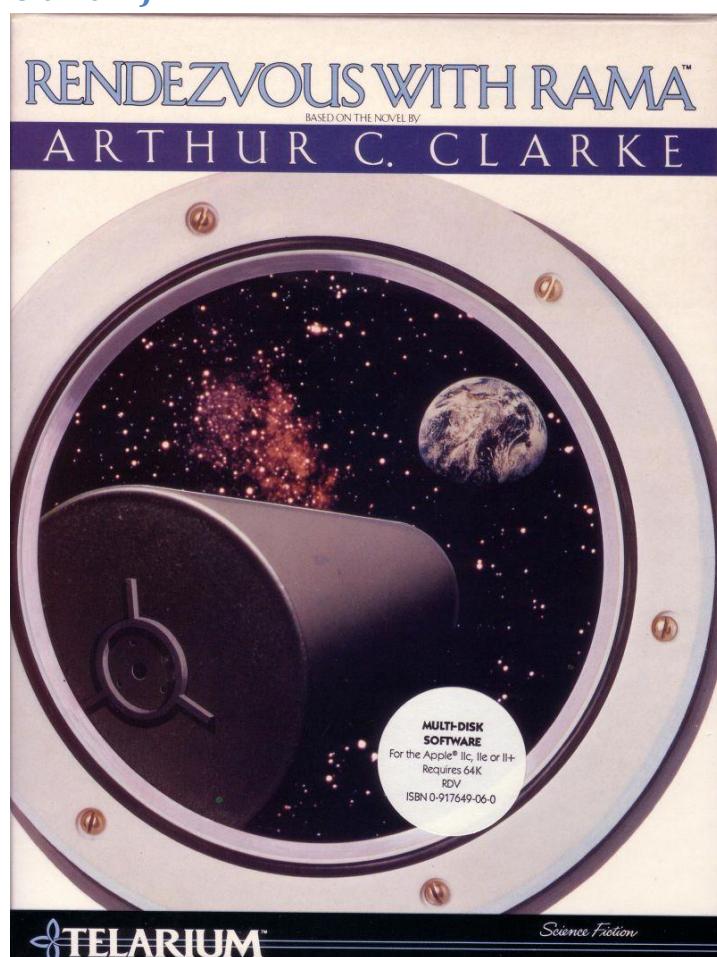
## Legend of the Sword





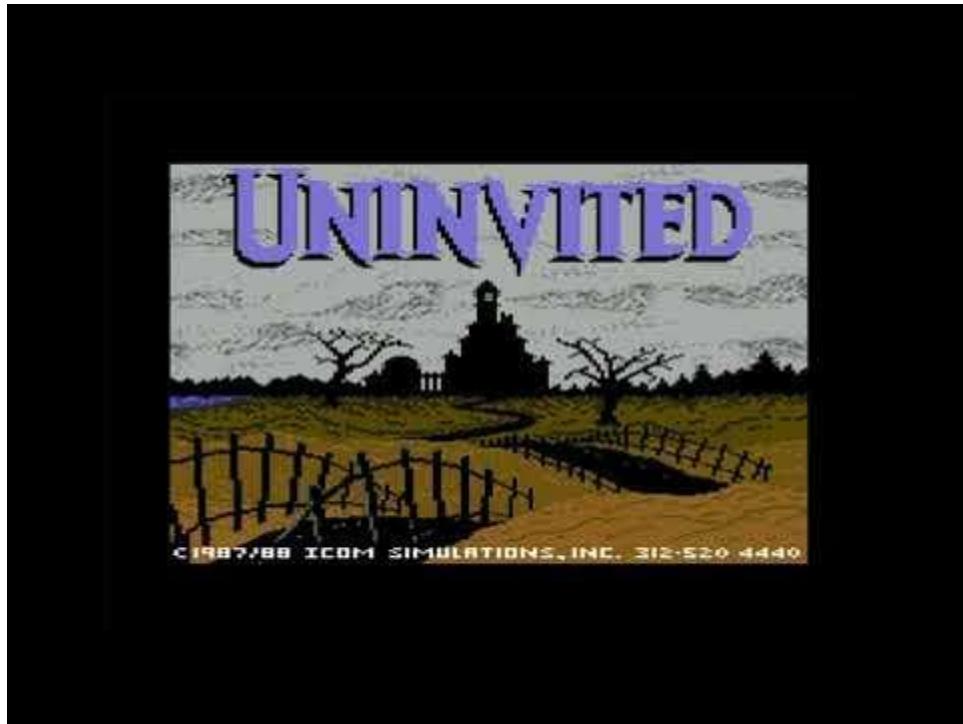
Verbos por iconos, además de en los menús superiores.

Cita con Rama (Telarium)



## Uninvited (ICOM Simulations)

<https://www.youtube.com/watch?v=SAB-b8xaOLY>





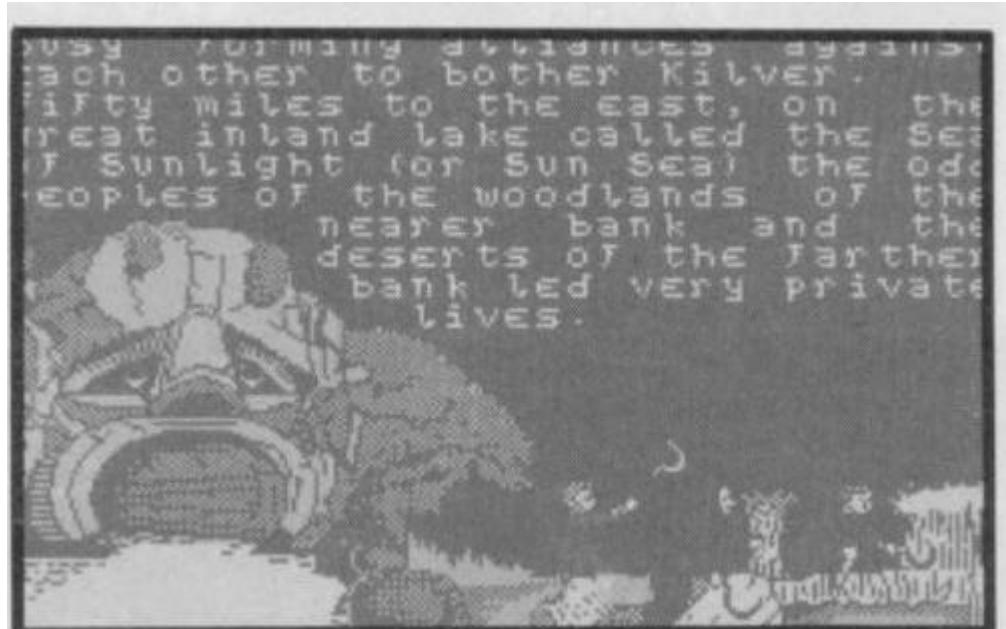
En AMIGA la aventura se divide en varias ventanas que se pueden dimensionar y ubicar donde se quiera. El sistema de juego es similar a Shadowgate y Elvira. Todas las acciones se controlan con ratón, pinchando en la paleta de verbos y en las localidades.

## Shadow Gate (Icom Simulations)

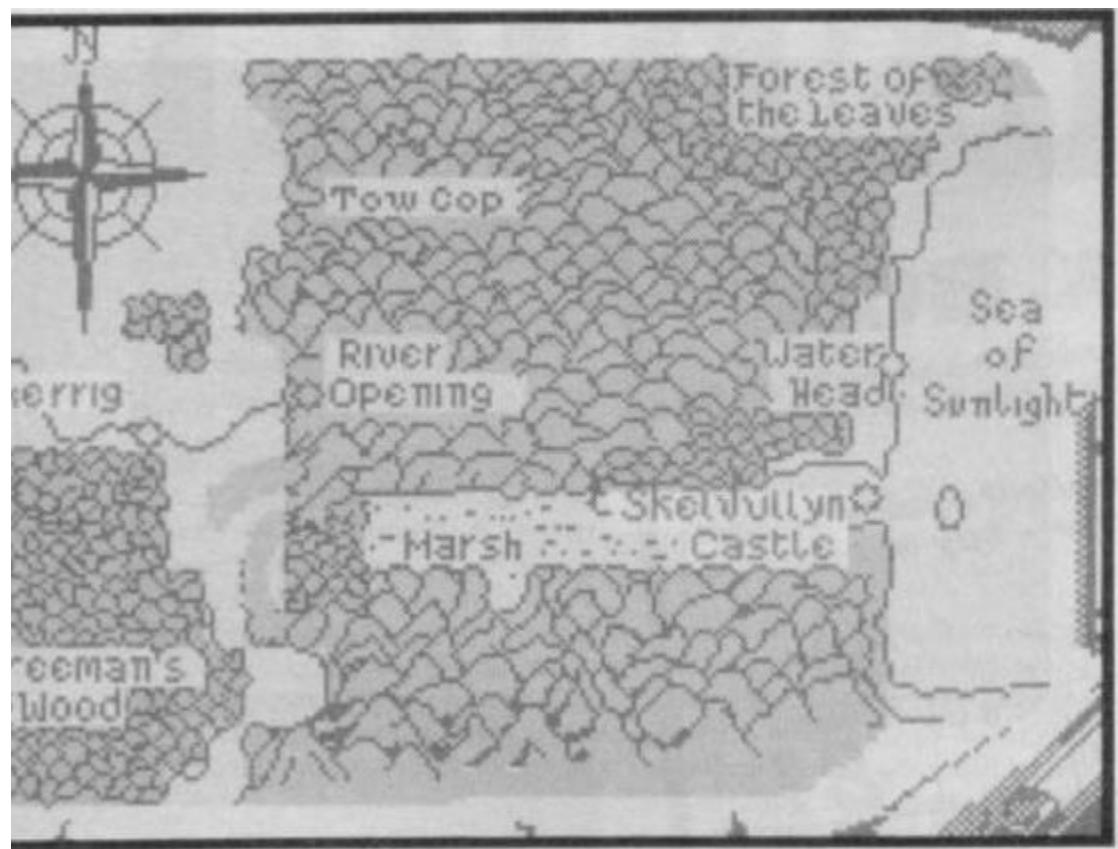




Skelvullyn twine (Peter G. Pointon)



IVSY RUMMILY DIVIDEDS ADDITI  
TACH OTHER TO BOTHER KILVER.  
FIFTY MILES TO THE EAST, ON THE  
REAT INLAND LAKE CALLED THE SEE  
F SUNLIGHT (OR SUN SEA) THE ODE  
EOPLES OF THE WOODLANDS OF THE  
NEARER BANK AND THE  
DESERTS OF THE FAR THEY  
BANK LED VERY PRIVATE  
LIVES.



## Mortville Manor (Lankhor)



go to





Wasteland (Interplay)



**ESC**: Hell Razor, choose:

- Run
- Use
- Hire
- Evade
- Attack
- Weapon
- Load/unjam

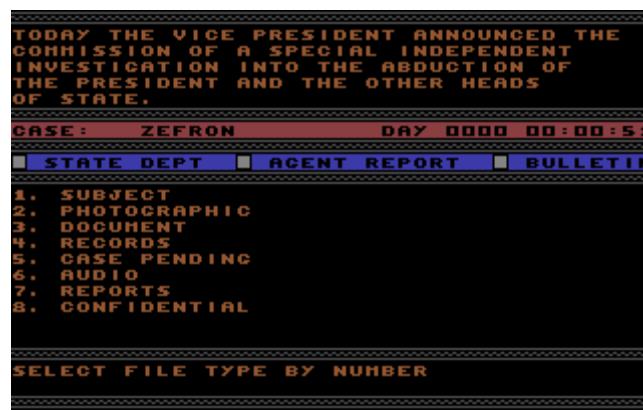
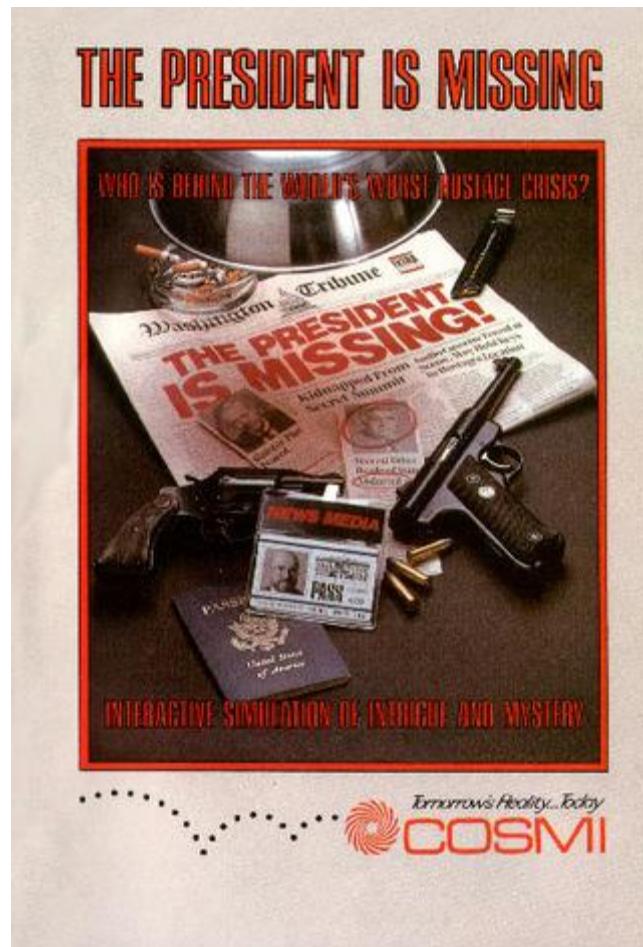
**MAP**

1 < 1	NAME	AC	AMM	MAX	CON	WEAPON
1>	Hell Razor	0	0	28	28	Crowbar
2>	Angela Deth	0	14	27	27	UP91Z 9
3>	Thrasher	0	0	34	34	Knife
4>	Snake Vargas	0	15	31	31	UP91Z 9

USE | ENC | ORDER | DISBAND | VIEW | SAVE | RADIO



## The president is missing (Cosmi)



Todo se controla por menús, simula un investigador indagando en la base de datos del FBI para investigar un caso.

## The Mind fighter (Abstract concepts)

**A flight into a nightmare—  
MINDFIGHTER**

The year is 1987; Robin, an 11 year old boy with phenomenal psychic powers is in a trance. His mind has left his body and travelled through time, taking him to a post-holocaust Southampton ruled by Fascist forces — The System. Everywhere is bare, scorched and desolate. He is totally alone!

The friends he left behind are powerless to help him as they stand over his inert body, watching transfixed as his fluorescent green eyes reveal like a TV screen the horror and devastation of his surroundings.

Will Robin survive? Can he blow up the enemy generator, defeat The System, free the prisoners and return to the present?

He has just 24 hours to save the world!

**NEW FEATURES**

- Icon driven
- Intelligent interactive characters
- Full OOPS command
- Optional RAM save all versions
- Auto door opening
- Full graphics all versions
- Extremely user friendly
- Full D & D combat sequences

**ADDITIONAL EXTRAS INCLUDED:**

MINDFIGHTER PLUS A 16 PAGE FAMOUS STARS AND STRIPES FOR THE SYSTEM

C64/128 Disk	19.99
C64/128 Cartridge	14.99
ZX Spectrum 48K/128K + Cartridge	14.99
Amstrad CPC Cartridge	14.99
Amstrad CPC Disk	14.99
Atari ST	19.99
Amiga	24.99
MS-DOS	24.99
	29.99

Mindfighter stands and concept © 1987 George Olivier. Mindfighter © 1988 Abstract Concepts Inc. Marketed and distributed by Activision Inc. GECA. All rights reserved.

**ABSTRACT CONCEPTS**

MINDFIGHTER — THE FIRST OF A NEW GENERATION OF ACTION-PACKED ADVENTURE GAMES.

"Robin, this is no use. We can't help you if you are not able to describe or show us your surroundings," said Professor Fergere in a calm voice.  
 "Anyway Robin, for all we know this could be a big play act. You're going to have to give me better proof if you want me to take you seriously!" added Harry, in a sarcastic tone.

**What now?**



> D  
Robin scrambled down the rubble mound.

### The Base of the Mound.

Robin was at the foot of the slab-pile.  
The shell of some large building lay to  
the north, and a path led east into the  
remnants of the city.

What now?

>

AMIGA Mindfighter MIND FIGHTER OCS 1988 Abstract Concepts cr A HA



petsasjim1

16,8 K suscriptores

Suscribirme

Like 5

Dislike

Compartir

...



> GO NORTH

Robin went north.

"Kingsway".

A scorched metal sign protruding from  
the wreckage of folded tarmac proclaimed  
this rough road to be "Kingsway". It cut  
eastwards across the southern edge of a  
charred parkland expanse. A difficult  
way cut north and south through the  
rubble.

Robert arrived.

[\(more\)](#)

## Blue Berry (Infogrames)



Excelente audio y gráficos. Aventura point-n-click que abre iconos y viñetas al hacer click en distintas partes de la pantalla.

## Chrono Quest (Psygnosis)



1989

Dream Zone -> Dream world

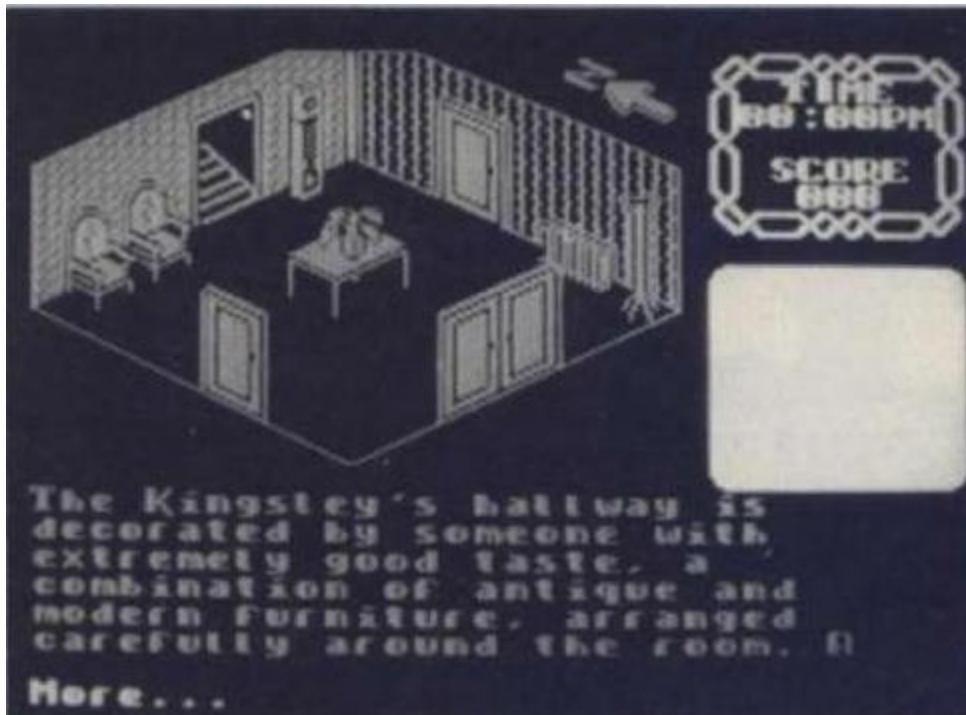


>Talk To I

SquaKE.NET.COM



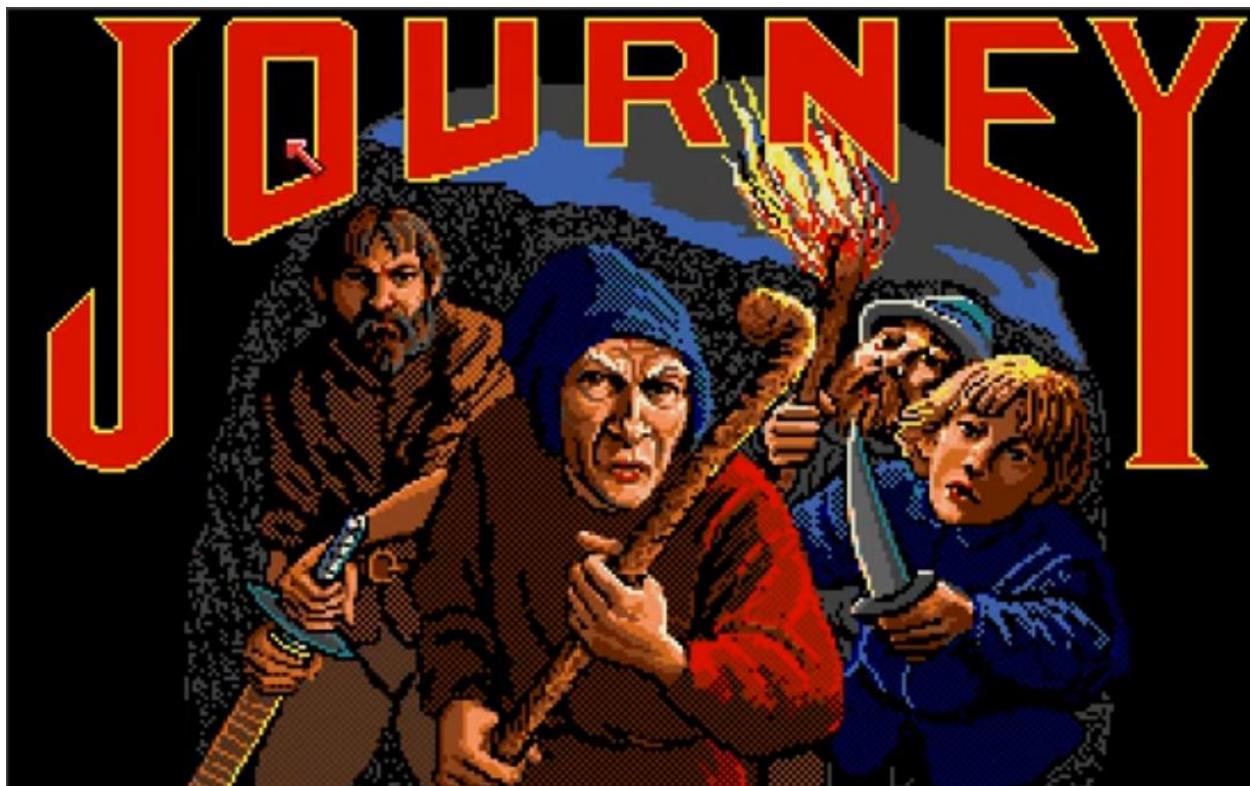
## A simple case of espionage / The lost legacy of xim -(Skyslip Software)



> Gráficos isométricos



## Journey



A screenshot from the game showing a character walking down a path next to a wooden building. In the background, there are more buildings and a mountainous landscape.

### JOURNEY

Farther down the road, the Lands End tavern beckoned us with the promise of food and drink.

"I suppose," Bergon said with a smile, "that we've come to our first decision. How are we set for supplies?"

"I'm sure we're well enough supplied," I said weakly. "But I wouldn't mind looking around the shop, if you wouldn't mind taking the time."

"Let's not disappoint Tag," Praxix said kindly. "And who knows - maybe we'll find something important there after all."

#### The Party

Proceed	-->	Bergon
Enter	-->	Praxix
	-->	Esher
Game	-->	Tag

#### Individual Commands

Cast	→	Examine
Drop		Inventory

JOURNEY-

provision ourselves before moving south to whatever lay beyond.

Scanning the shelves, filled mostly with foodstuffs, we could not fail to notice an unusual map tacked to the wall behind the counter.

Praxix expressed a keen interest in the map, and Webba obliged him by taking the old parchment from the wall and, not letting it out of his grasp, holding it up before the Wizard. The map was old and worn, and of a land unknown to us. Suddenly looking grave, Webba asked, "So you're going on... to the Outlands?"



The Party

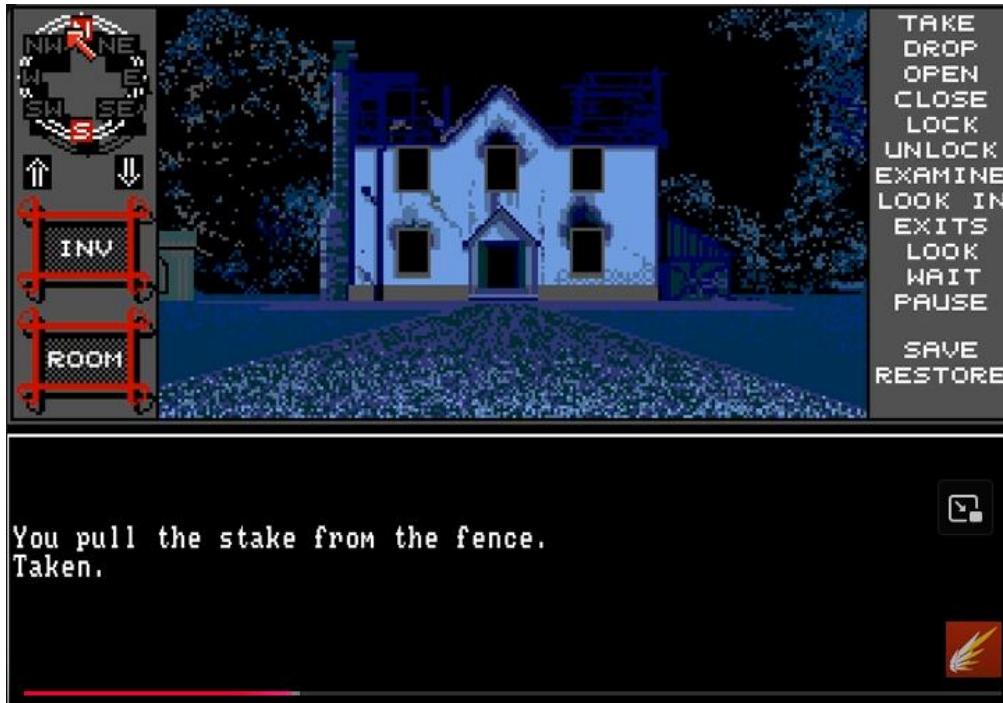
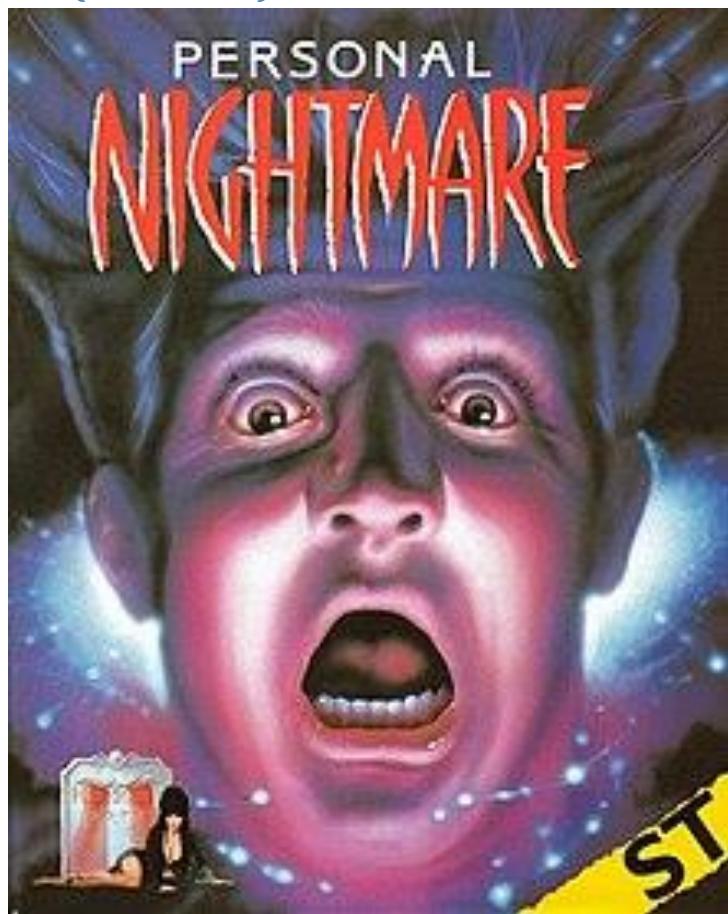
Bergon	-->	Reply
Praxix	-->	
Esher	-->	
Tag	-->	

Game

Individual Commands

Ignore

Personal Nightmare (Horrorsoft)





free the book, which falls to the floor.

What is that ?



You can't carry any more individual items.

You are not carrying that .



You don't need the word 'meh' ..



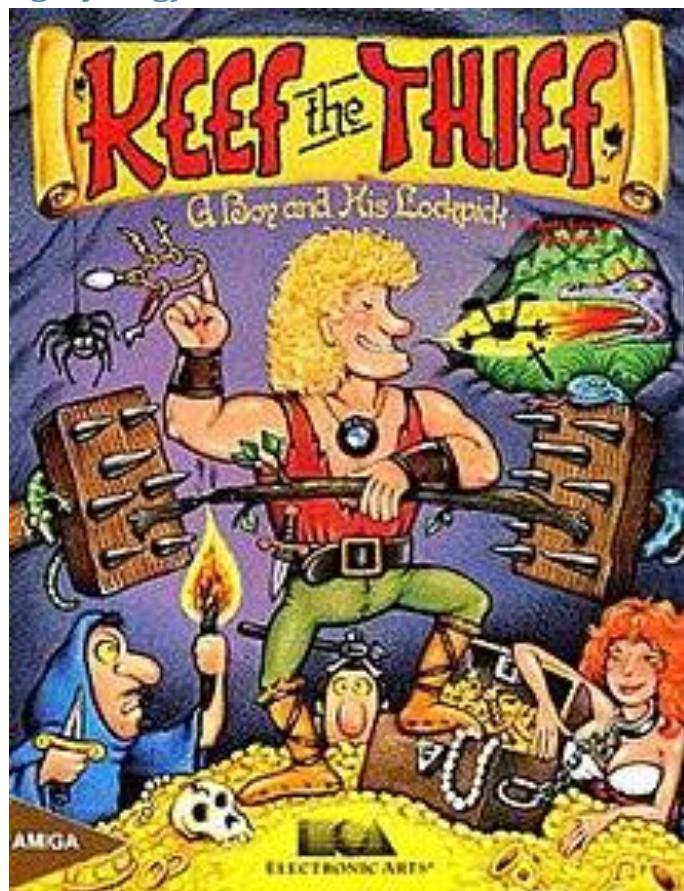
Taken.



You open the door.



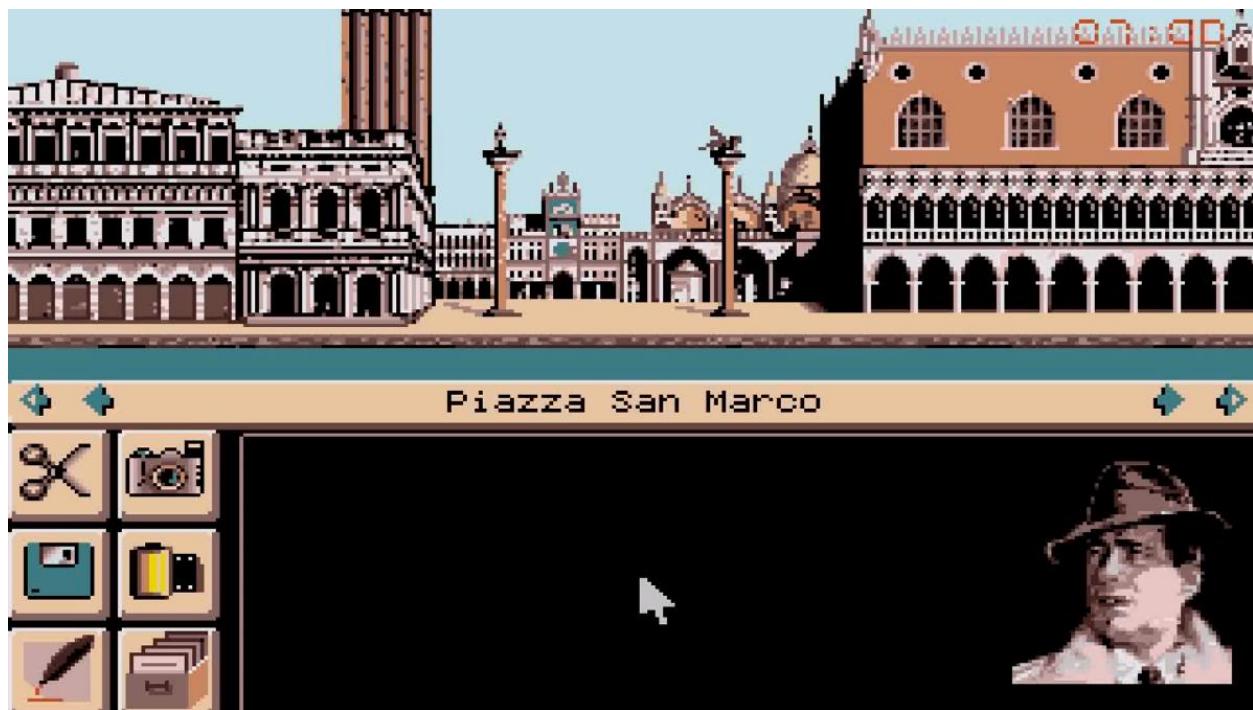
Keef the Thief (Naughty Dog)





Murders in Venice(Infogrames)/Murders in Space





<https://www.youtube.com/watch?v=177babMXFxQ>





## Elvira/Waxworks (Horror soft)



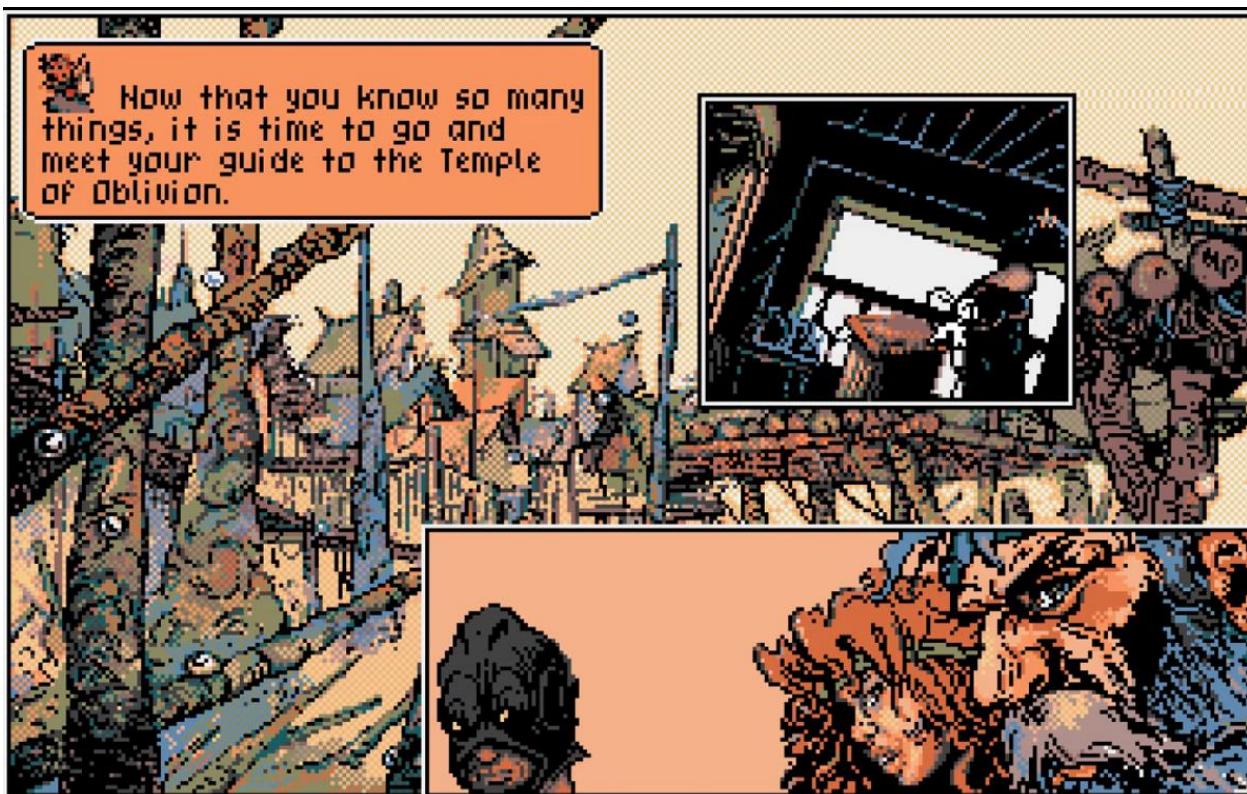
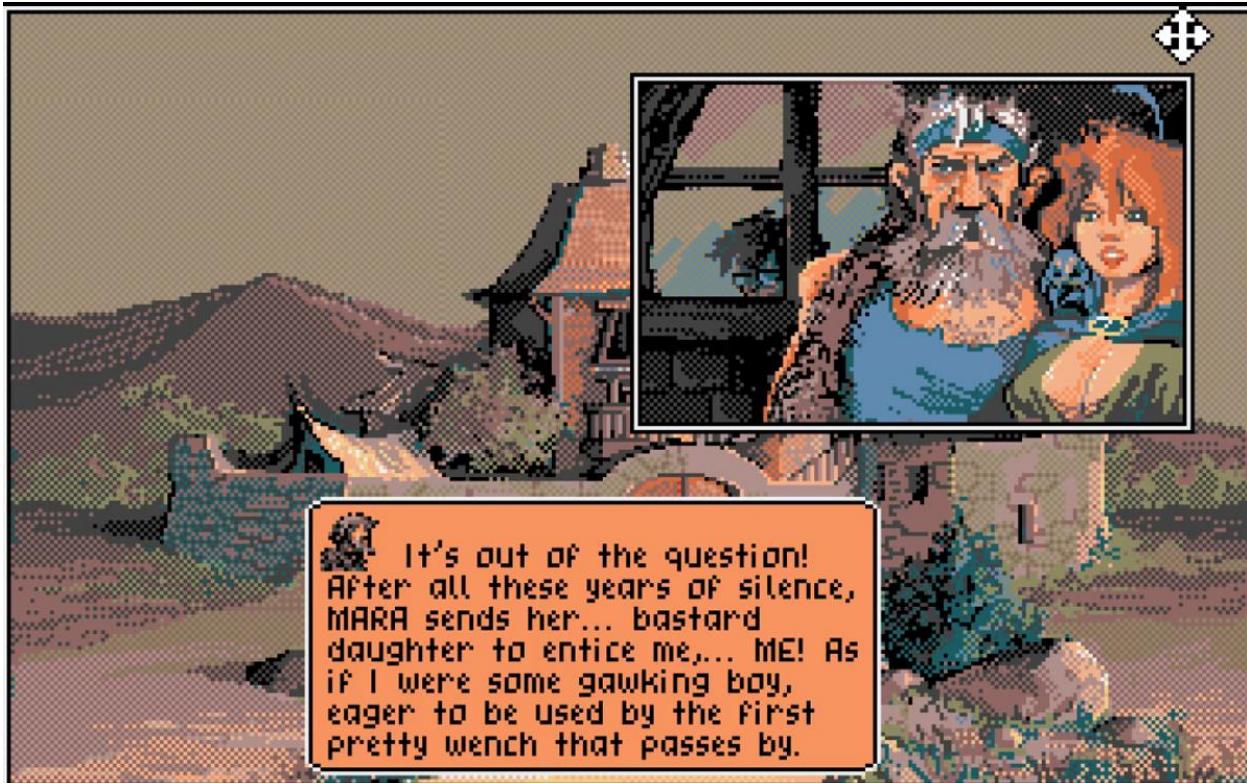


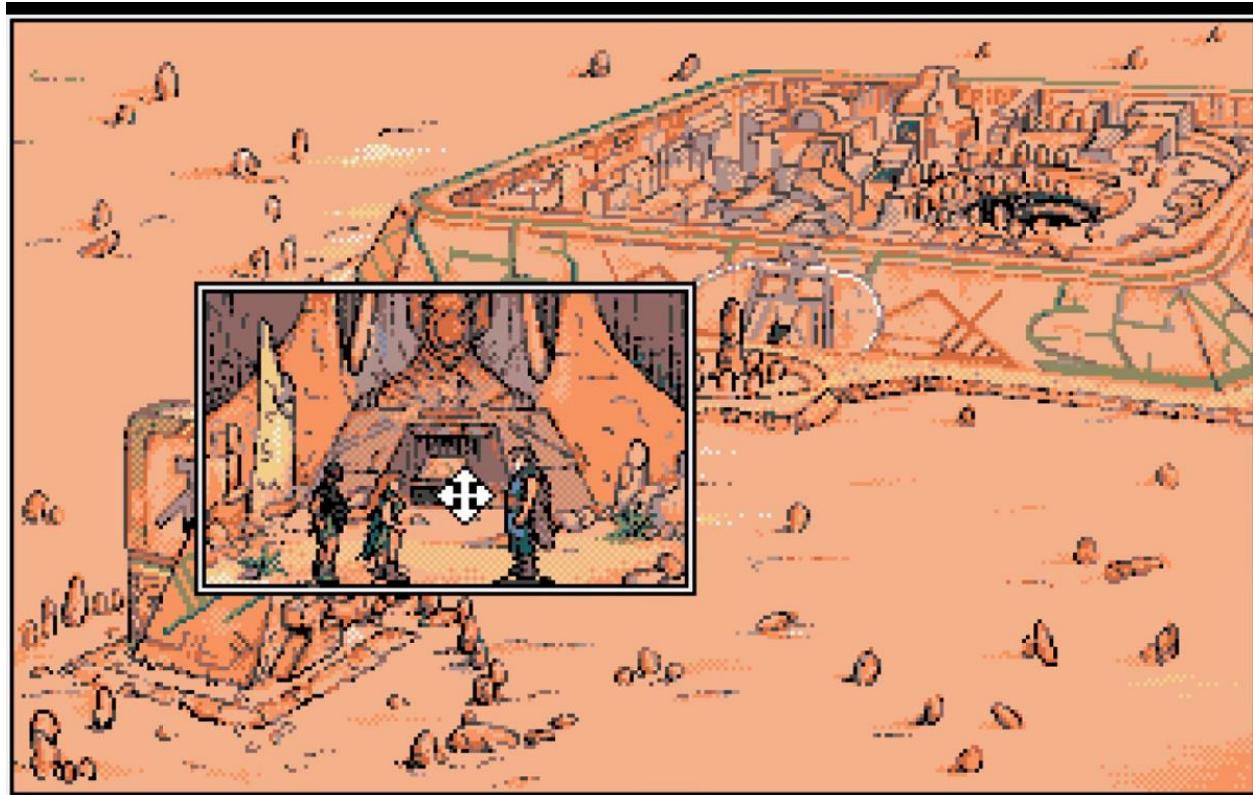
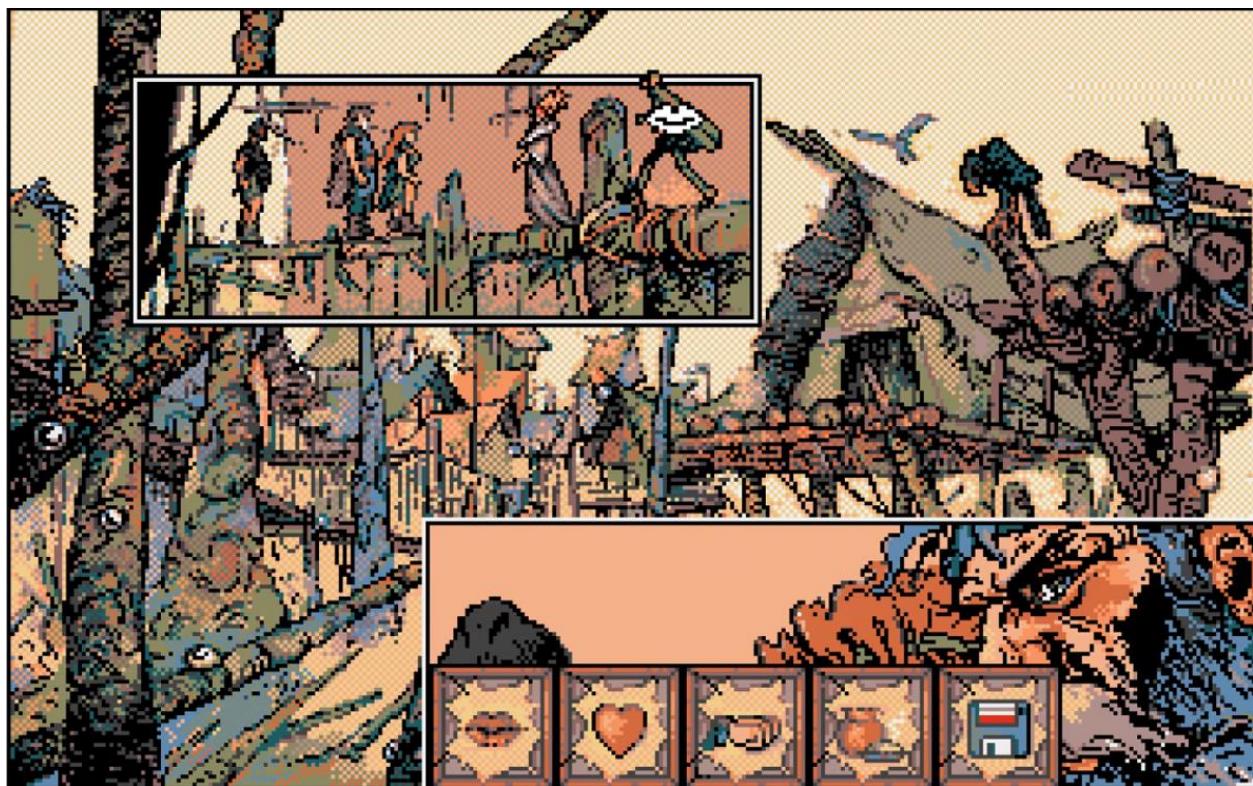
## Hillsfar (Westwood)

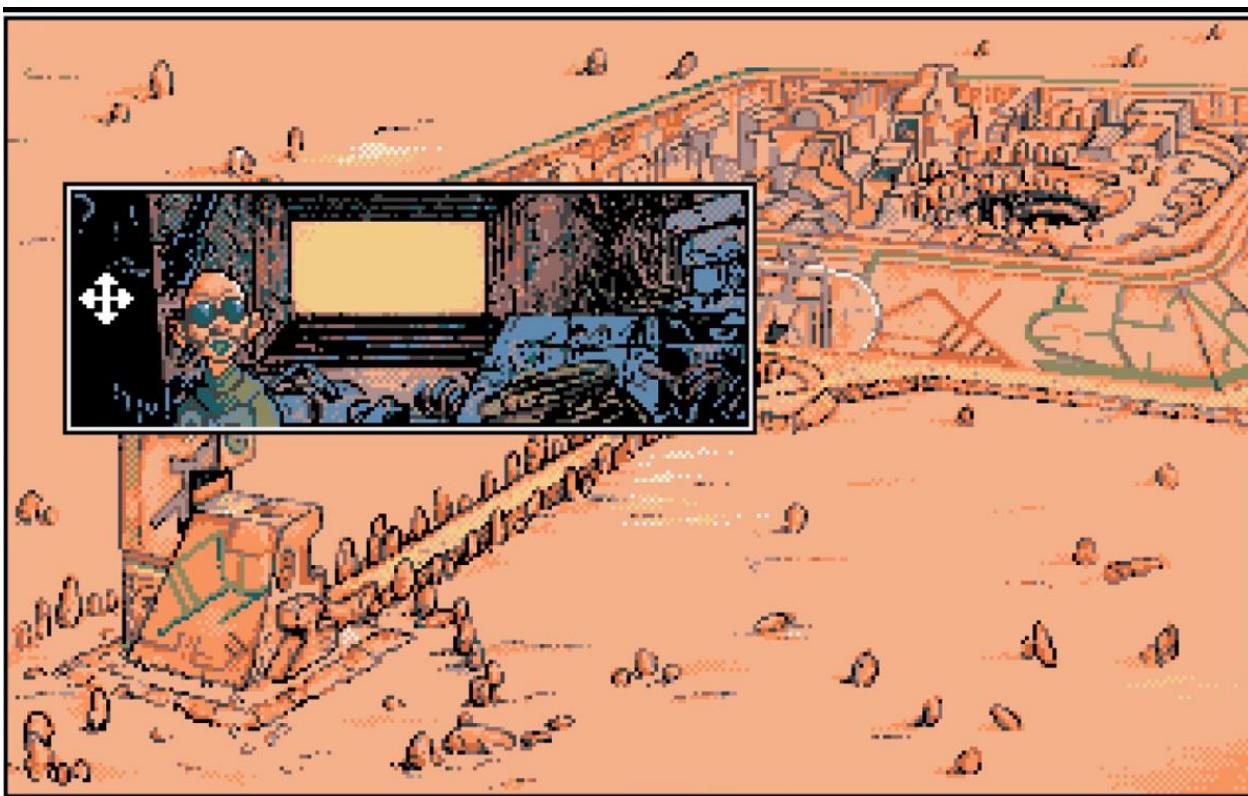
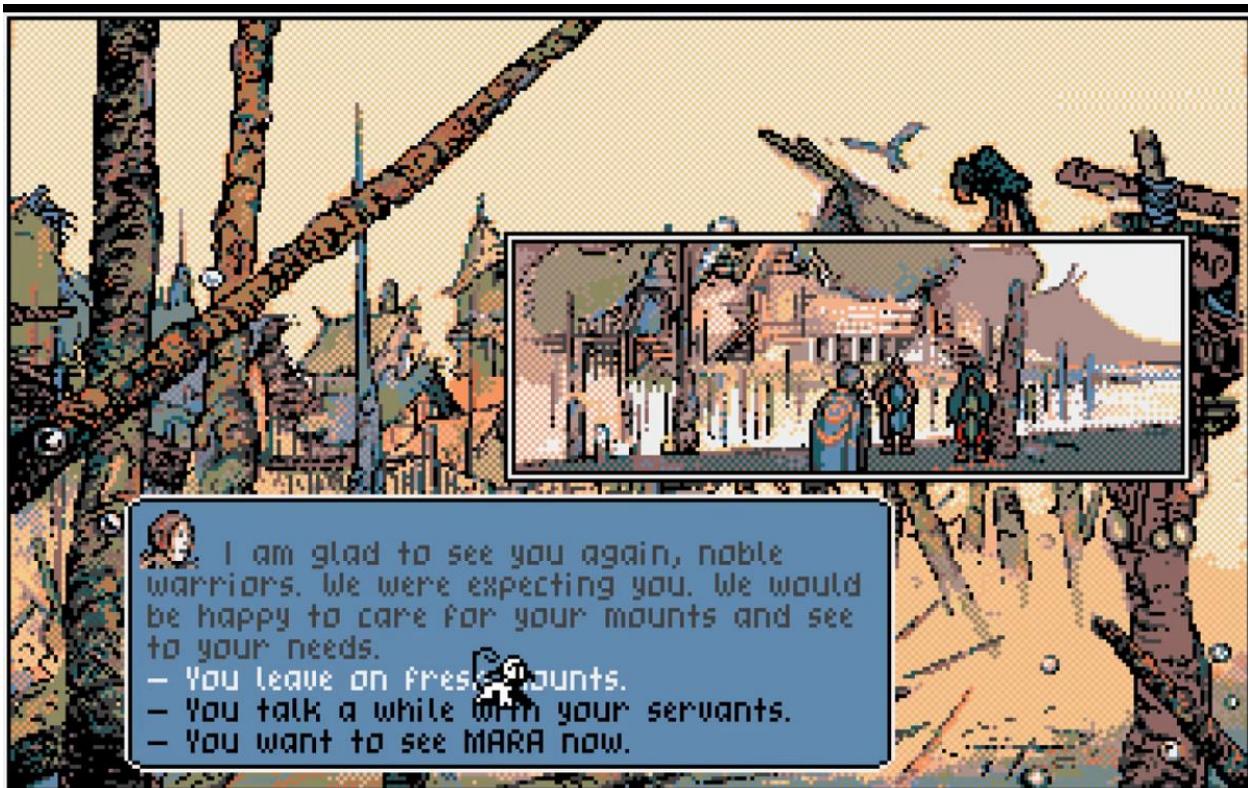


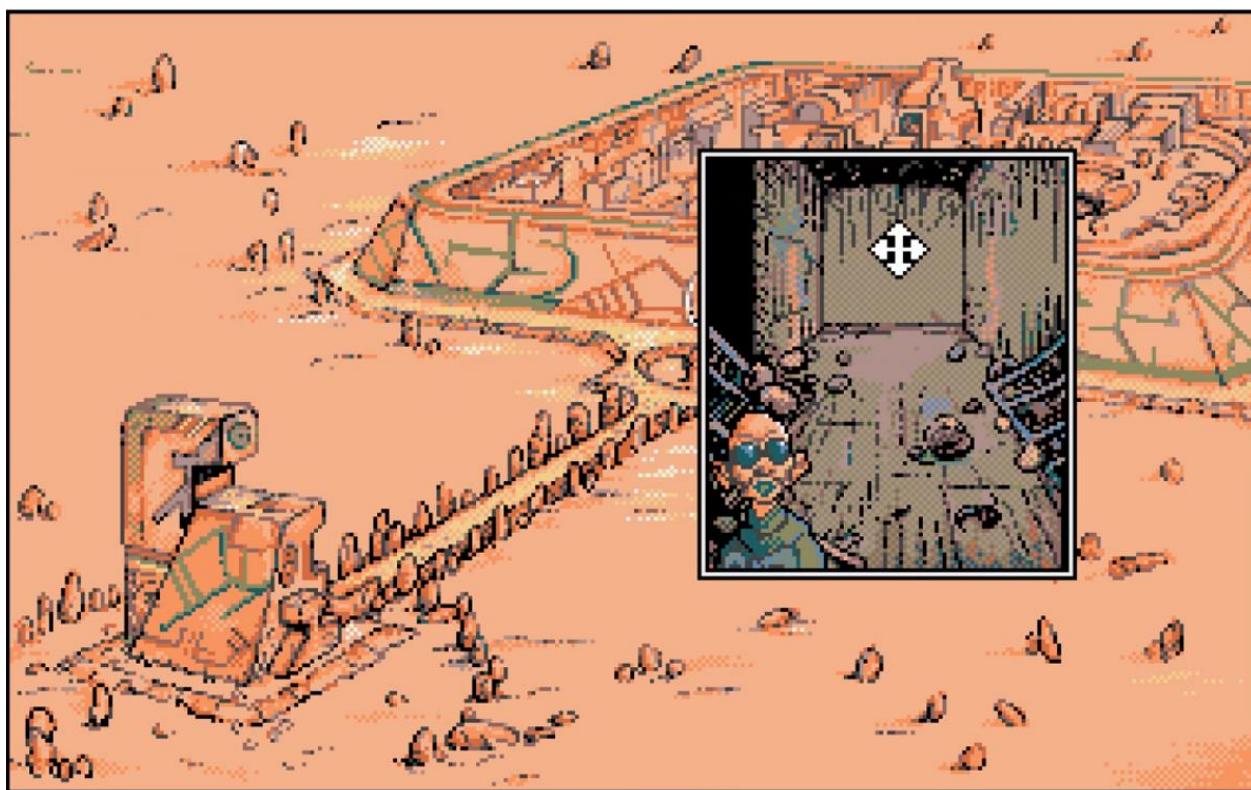
## Quest for the timebird -> comic (Infogrames)

<https://www.youtube.com/watch?v=nN0GfkK7ya4>









Aventura point and click, con vieñas que se abren al interactúar con el escenario. Muy buenos efectos especiales y música de ambientación.

Final Command (Ubi soft)



1990

Monkey Island/Monkey Island II/Zak Mc Kraken/Indiana Jones (Lucas Arts)







Walk

Give	Pick up	Use
Open	Talk to	Push
Close	Look at	Pull

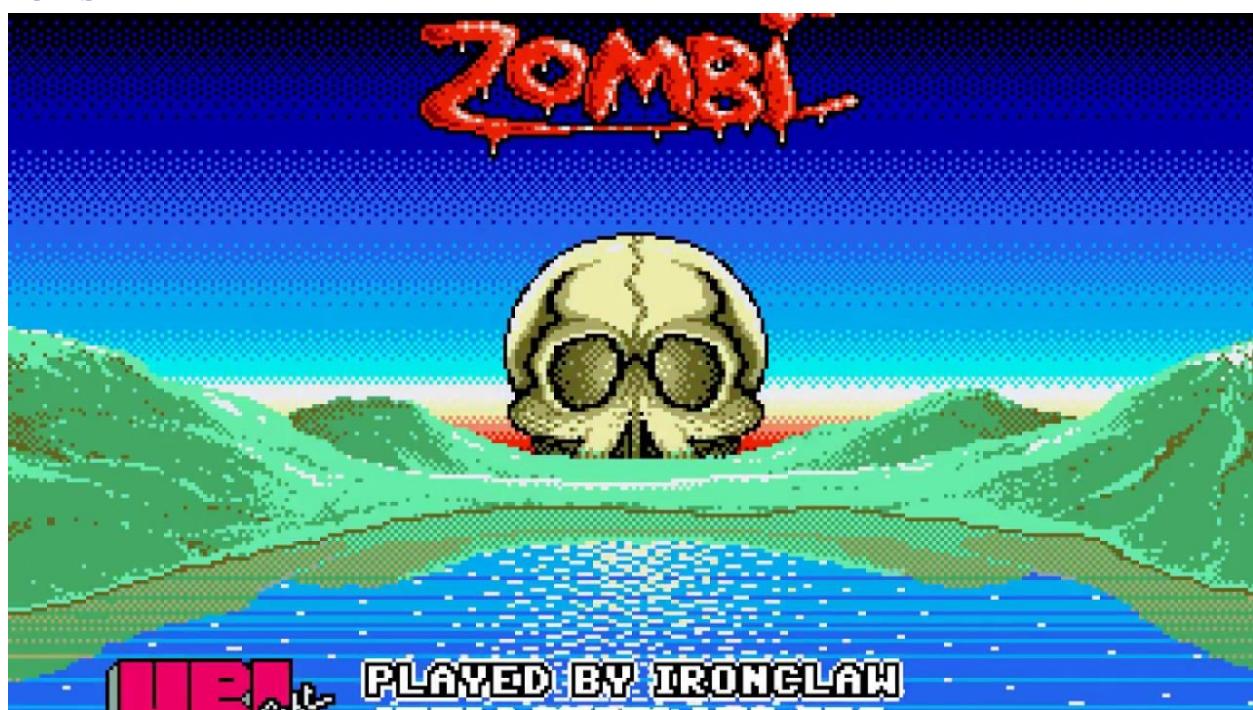


Walk to

Give	Pick up	Use
Open	Look at	Push
Close	Talk to	Pull



Zombi





## Future Wars/Operation Stealth/James Bond (Delphine Software)



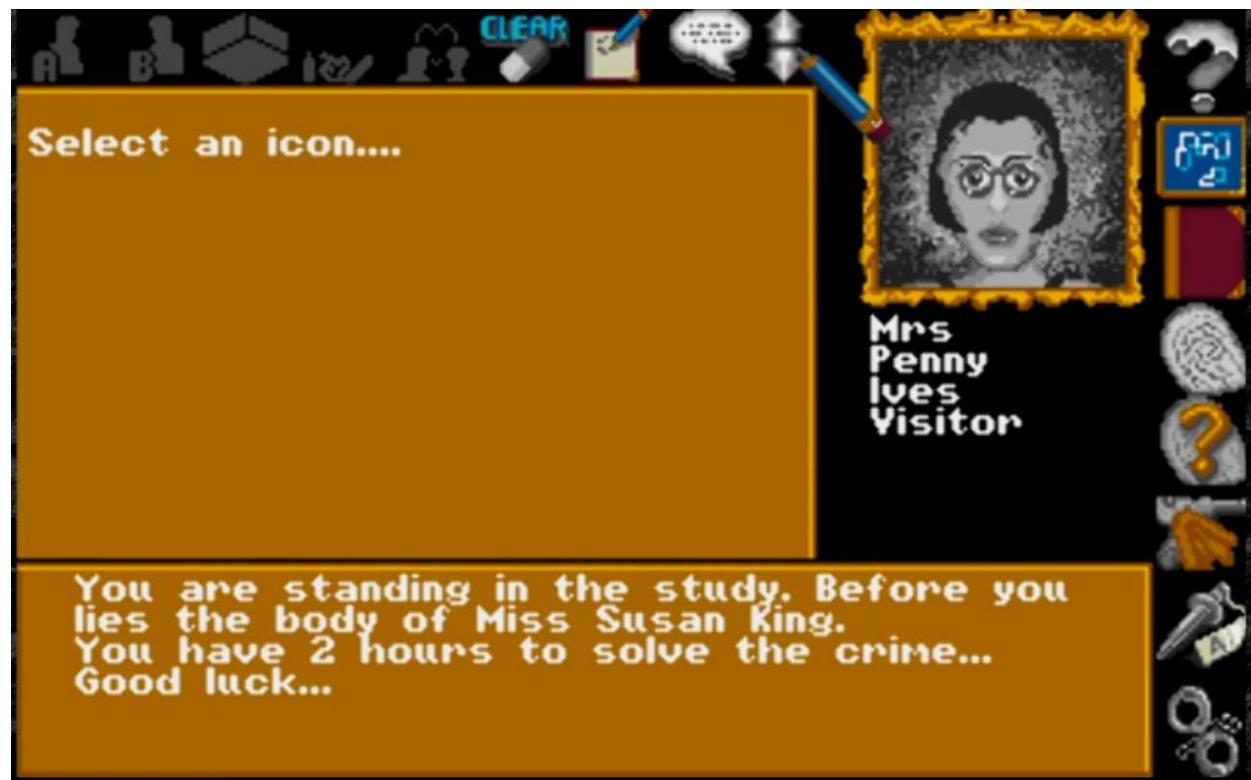


## Island of Lost Hope (Digital Concepts)



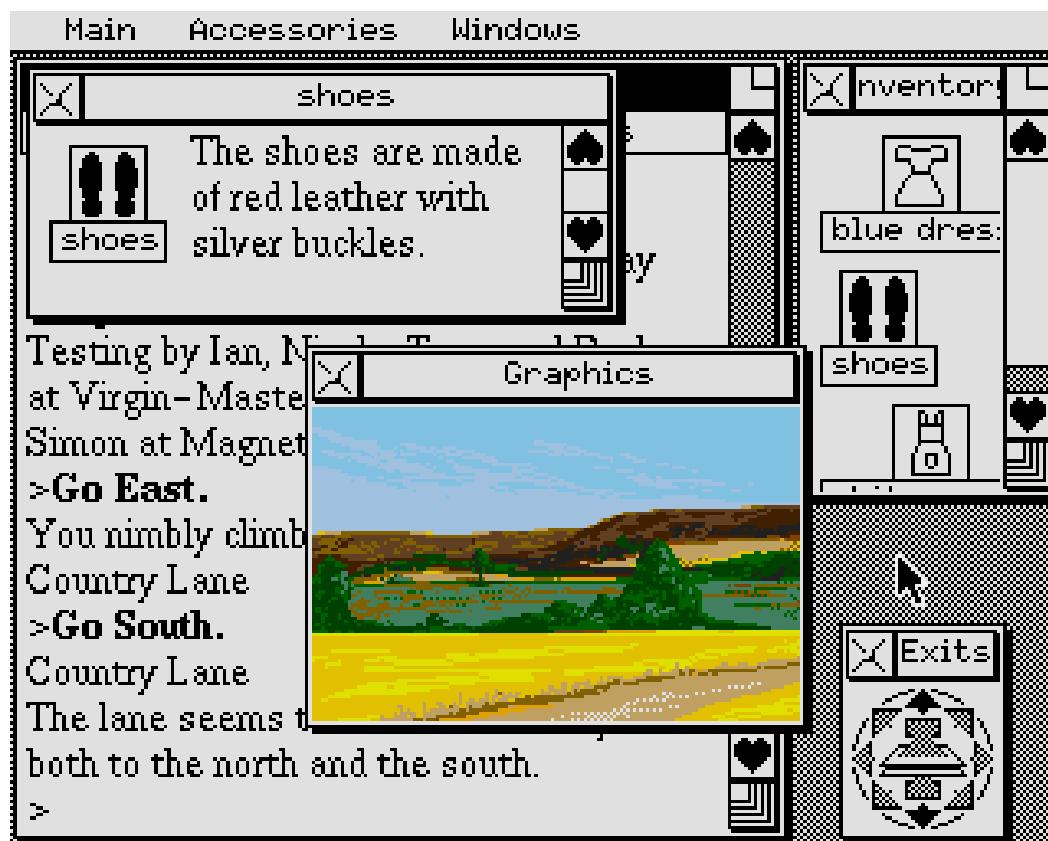
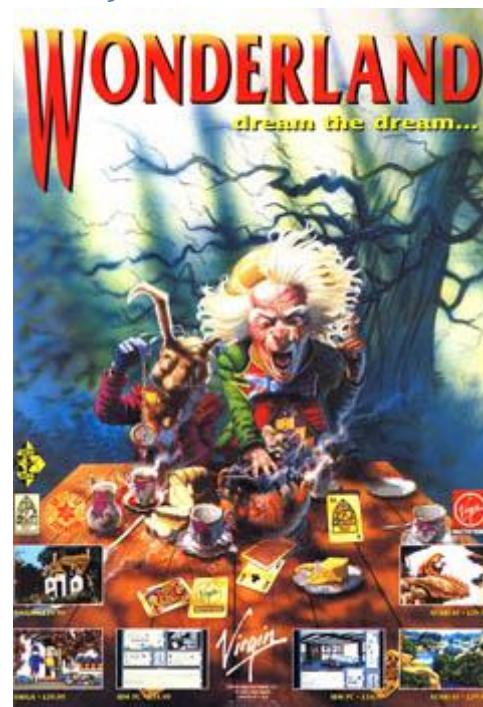


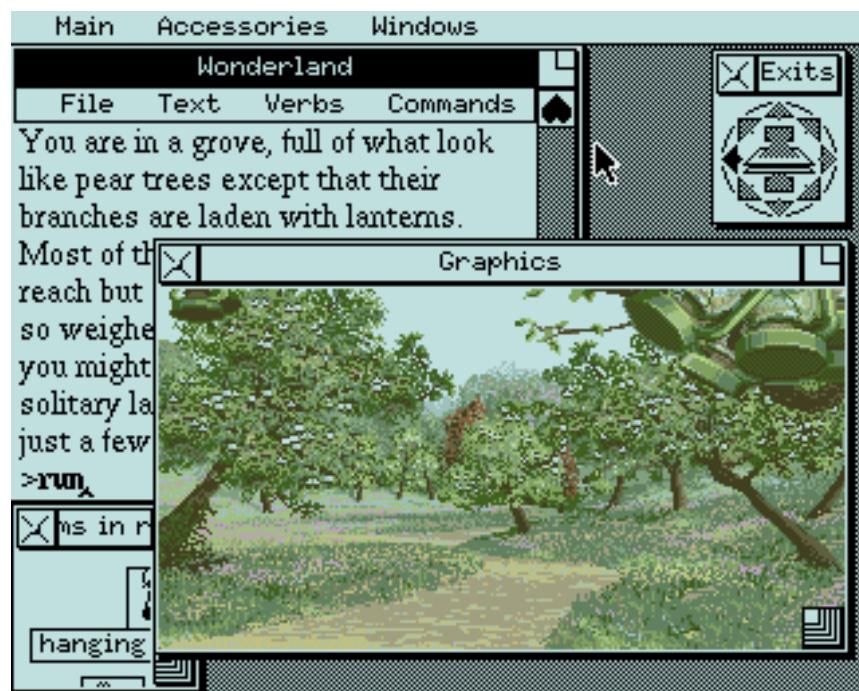
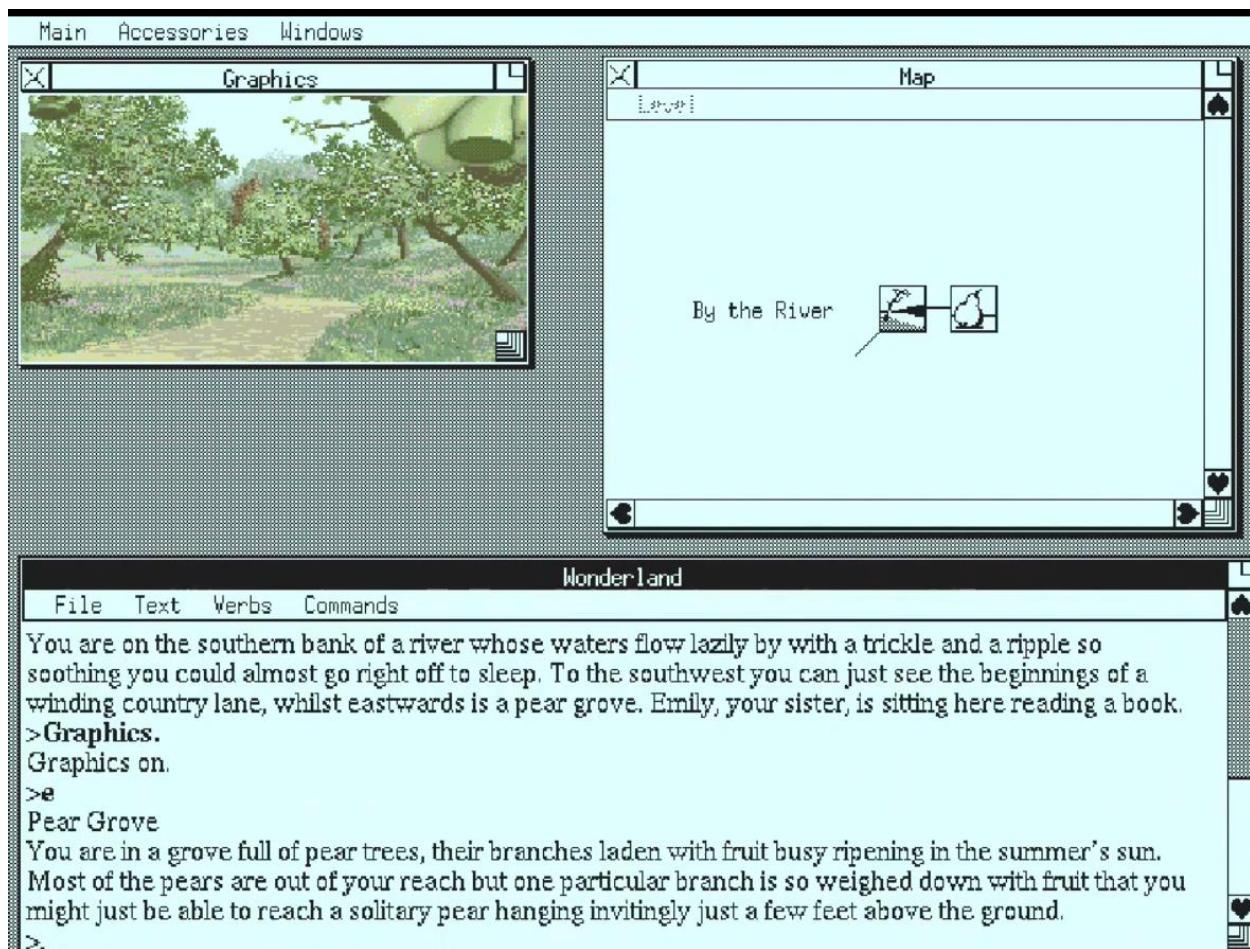
Murder (US Gold)





## Wonderland (Magnetic Scrolls) -> Interface de ventanas





## Maupiti Island (Lankhor)



LES  
4  
D'OR

fnac

TILT D'OR  
CANAL +  
1990

EP 91

"COMPLEX, REWARDING  
MYSTERY FOR THE  
INDEPTH ADVENTURERS'  
THE ONE



### MAUPITI ISLAND-

Will capture your imagination with its realistic sound effects, flowing music and beautiful graphics. It will absorb your full attention for countless hours as you discover this romantic paradise island; keeping you in suspense until you have solved the many mysteries and clues in this first class whodunnit.



### ABDUCTION, MYSTERY, AND SUSPENSE...

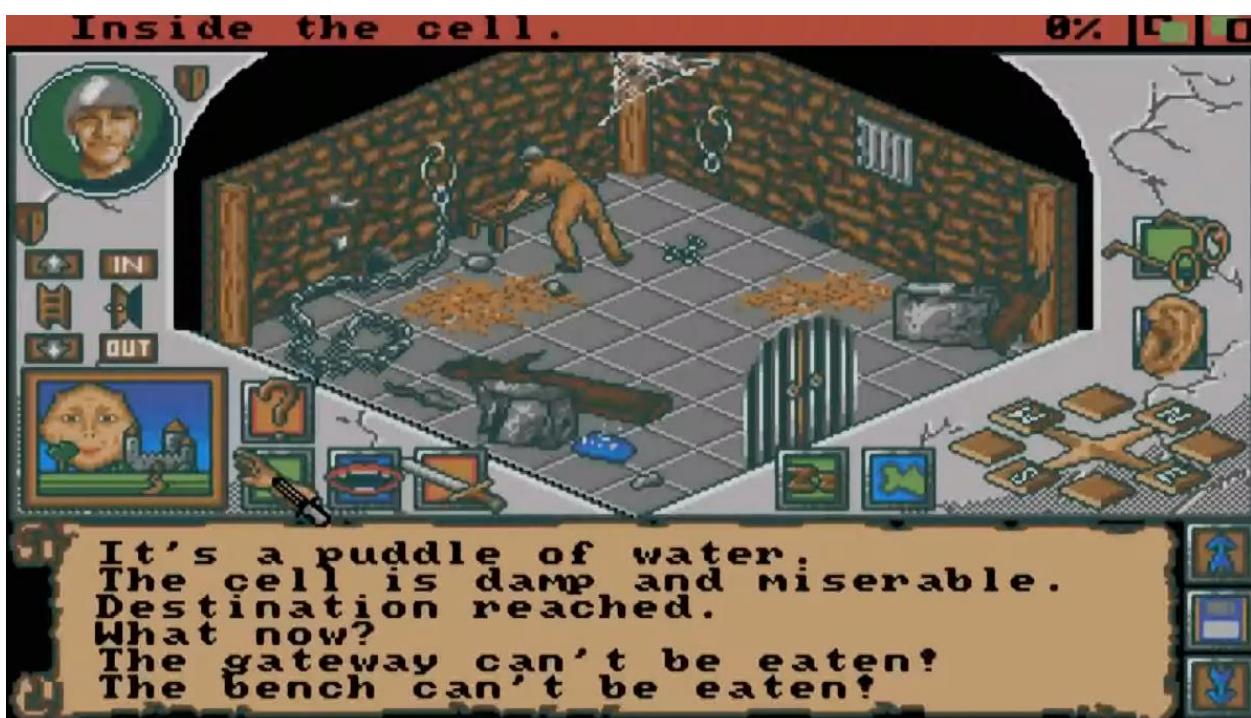
"Everything began with the cyclone's arrival... So, we headed for the safety of MAUPITI Island. When we arrived, I immediately knew that there would be a heated ambiance.... A very heated ambiance..."

Another mystery for Jerome LANGE:  
WHO KIDNAPPED MARY?

DISTRIBUTED BY UBISOFT PHONE NO. 0252-860299



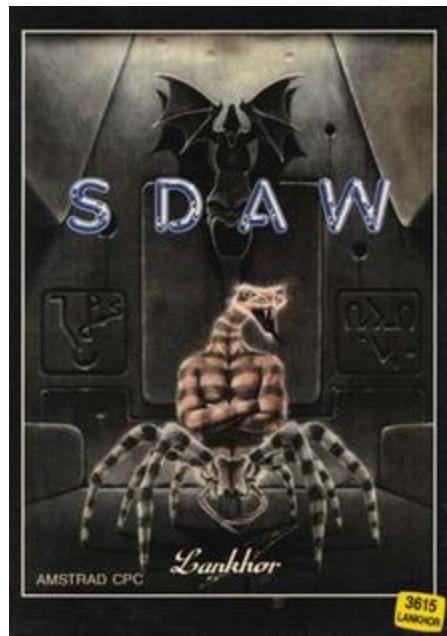
The final battle (Mirrorsoft)-> Isométrico



## Das Stundenglas/Die Catedrale/Hexuma (Weltenschmiede) Andreas Niedermeier



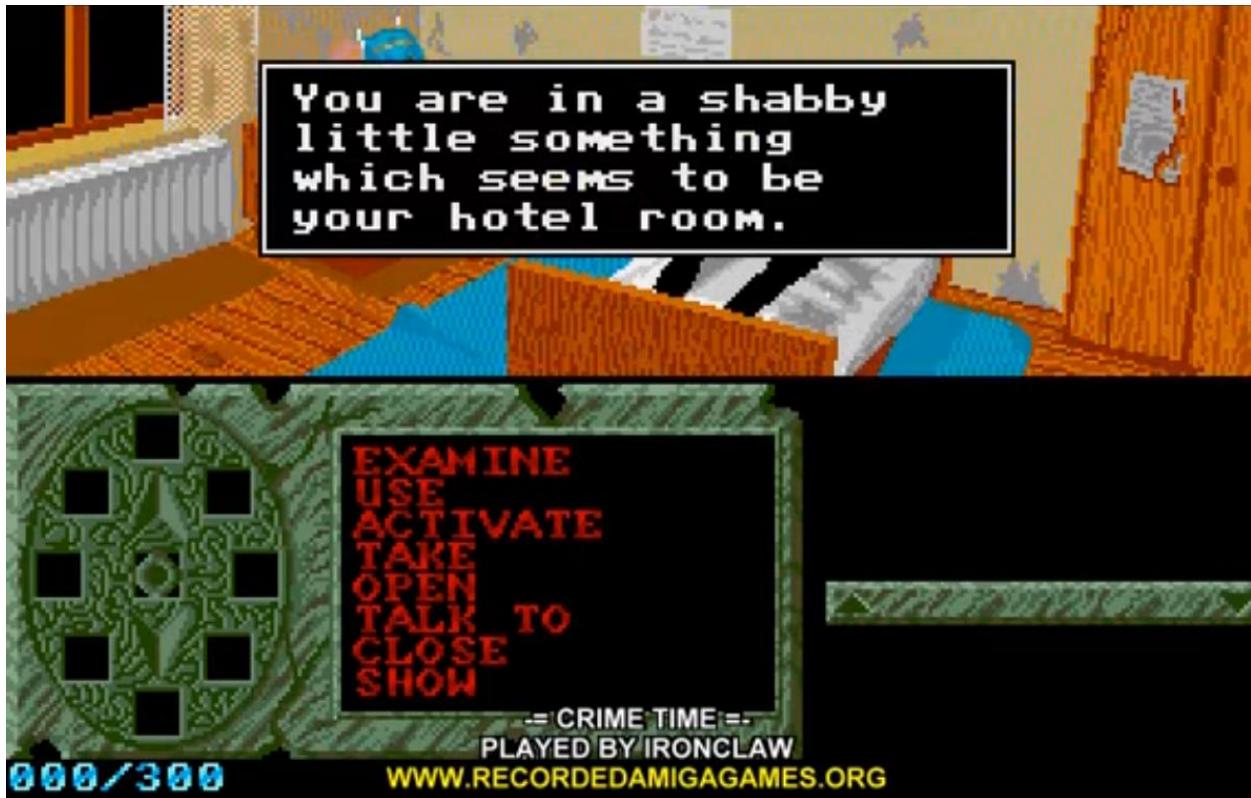
SDAW (Lankhor)





1991

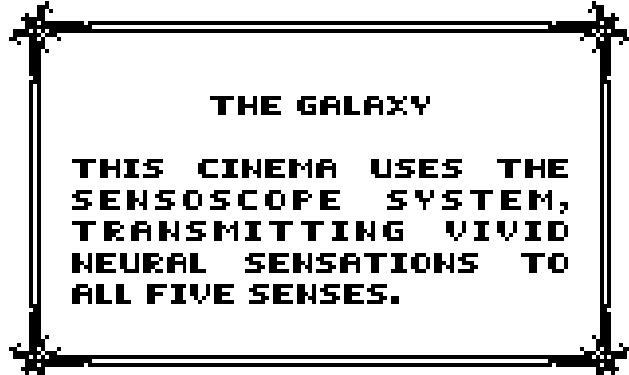
Crime Time (Starbyte software)





## BAT/BAT-II (Ubi soft)

<https://www.youtube.com/watch?v=b3nWbxhYDbo>





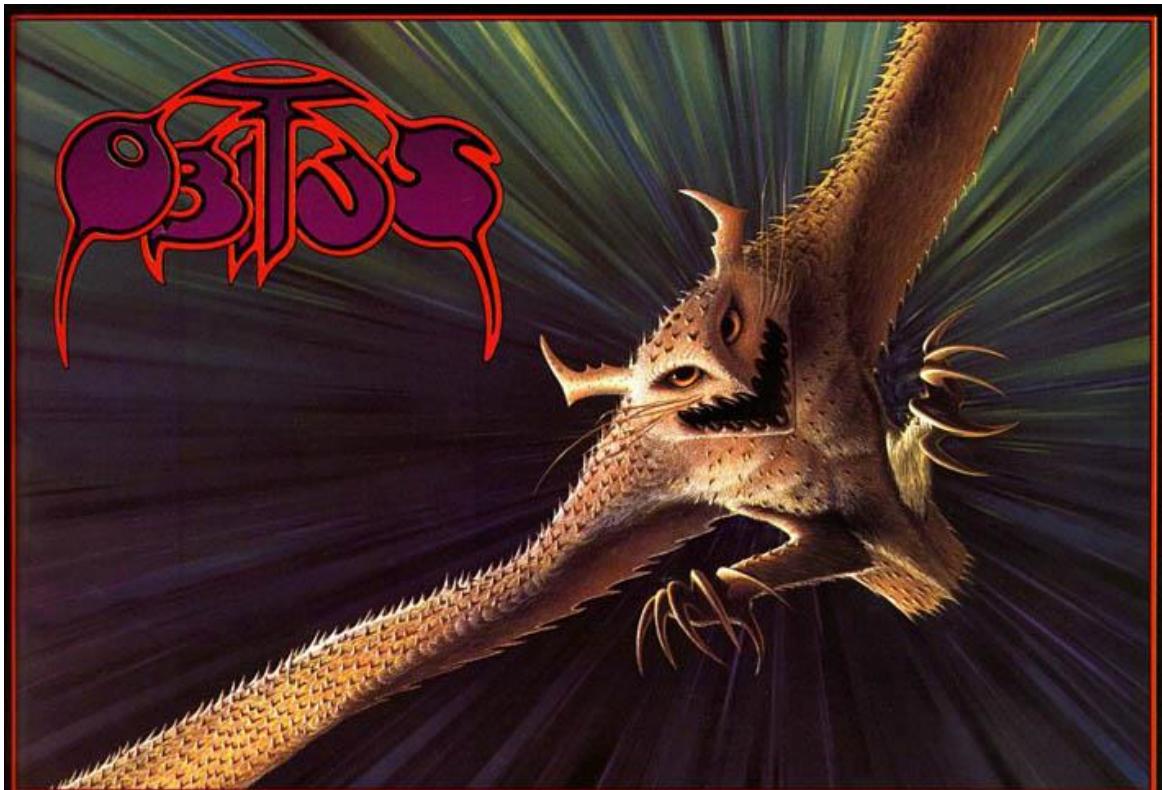
17:21 TUESDAY 7 JANUARY 2174

THE CENTRAL JUNCTION OF TERRAPOLIS, WHICH LEADS TO THE MANY DIFFERENT AREAS OF TOWN, IS A GOOD PLACE TO FIND A GUNSMITH'S SHOP. THE ALMOST UNBEARABLE SMELL OF FRIED FEMACS AND BRETHOR SAUSAGES FILLS THE AIR.

THIS PART OF TOWN HOUSES THE CITIES ADMINISTRATIVE BUILDINGS AND A FIRST CLASS HOTEL FOR THE EXTREMELY WEALTHY.



## Obitus (Psygnosis)



New  
on the  
ST & PC

From Psygnosis, Impelling RPG with more than a dash of hack-n-slash.

You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Screen Shots from the Atari ST and Amiga  
PSYGNOSIS, FREEPOST, LIVERPOOL L3 3AB. Telephone 051-709 5755



Famous Five (Enigma Variations)-> Varios personajes



## Mokowe (Lankhor)

<https://www.youtube.com/watch?v=Z47M7tNTynU>



1992

## Soul Crystal (Starbyte Software)



**DIE STORY**

A text box on the left contains the story introduction. On the right, there are two small images: one showing a candle and an open book, and another showing four suitcases. The main text reads:

"Endlich das War doch gar nicht so schwer, wie ich anfangs angenommen hatte!", denkst Du Dir, als Du den Bus verlässt, der Dich vom Bahnhof des Nachbarortes zu Deinem Hotel gebracht hat, und atmetest erst einmal erleichtert auf: Du hast es also tatsächlich geschafft, den nervenden Ratschlägen Deiner Eltern für die nächsten Tage und Wochen zu entkommen – etwas, was Du niemals für möglich gehalten hättest, bevor Du nicht irgendwann einmal – nahe am Rande des Nervenzusammenbruchs – von zuhause ausgetragen wärest.."

Während Du die Straße entlangschlenderst, denkst Du an Deine Abreise zurück, an Deine sehr besorgten Eltern, die Dir sogar noch am Bahnhof durch das Abteilstufen hindurch kluge Ratschläge geben zu müssen glaubten – und Dir mit Ihren permanenten Gerede und Ihren grenzenlosen Schwarzkästchen mal wieder gehörig auf die Nerven gingen: "Was haben die bloß? Ich bin immerhin siebzehn – das ist fast schon alt genug, um zu heiraten! Wieso sollte ich dann denn nicht auch in der Lage sein, meine Ferien allein zu verbringen?" Siebzehn Jahre – und dreizehn davon hast Du jedes Jahr zur selben Zeit in denselben öden

A small image at the bottom shows a train station platform with a train and two people.



## Plan 9 from outer space (Gremlin Graphics), Amiga Action May 92

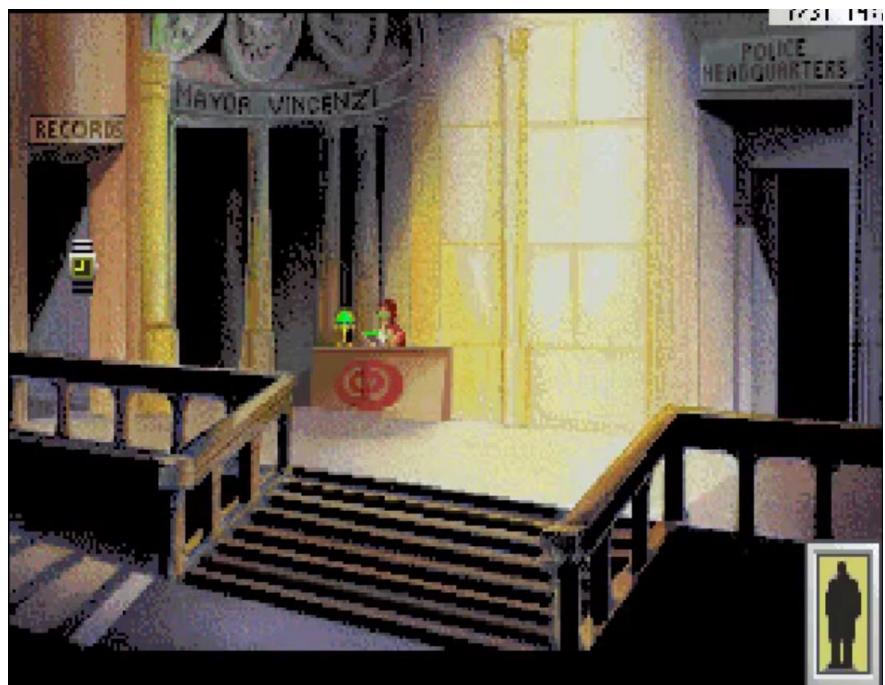




Las animaciones son excelentes.



## Rise of the Dragon /Heart of China (Dynamix)



## Getting Started

### Simplicity...

The essence of Dragon is the simple action of "clicking." A single click of the mouse button represents you in the world of the Hunter. By moving the cursor around Blade's world and "clicking," you interact with his world. There are only 3 basic point-and-click actions:

1. LOOK: single click the right mouse button while the cursor is placed over the object you want to look at. This will bring up a text box containing information on the object you're looking at.

2. OPERATE: single click the left mouse button while the cursor is placed over the object you want to activate or select.

3. MOVE: click and hold the left mouse button while the cursor is placed over the object you want to pick up and move.

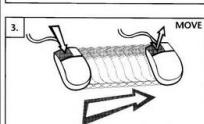
NOTE: not all objects can be picked up so don't drag them around trying to pick up Blade's bed or toilet.

These examples use the mouse to display the three basic point-and-click actions. For the point-and-click equivalents using the keyboard and joystick, please refer to the CONTROLS beginning on page 23.

■ 6

### Simplicity Plus...

O.K., we lied. There are more than 3 basic point-and-click commands. We didn't want to discourage you from the basics, though, the following advanced point-and-click techniques are extensions of the big 3. Really... no spread sheet functions or multi event video cassette record features here. But, if you're a fan of "clicking" with a bit of flare thrown in for added excitement, So hang in there... with us! There are only 3 more clicks between you and the point-and-click big league:



**A NOTE ON CLICKING:**  
Just as we all hold a pencil differently, everyone "clicks" slightly. Therefore, the preset "click" command may not seem perfect for everyone. You can change the preset controls to suit your needs by clicking the Calibrate button on page 24 for instructions.

1. MAIN INVENTORY:  
Right click while the cursor is placed on the inventory icon in Windows showing Blade's status and the list of inventory objects he is holding will be displayed.



2. QUICK INVENTORY:  
Left click while the cursor is placed on the inventory icon. Only your inventory window will be displayed.



RECD: 1 MEG. HARD DISK  
OR DUAL FLOPPY DRIVES  
KICKSTART 3.0 WORKBENCH  
VERSION 1.2 OR BETTER  
SUPPORTS: ROLAND  
MT-32 & CM-32L

FASTER AMIGA RECOMMENDED

AMIGA

Dynamix PART OF THE SIERRA FAMILY

GEMINI

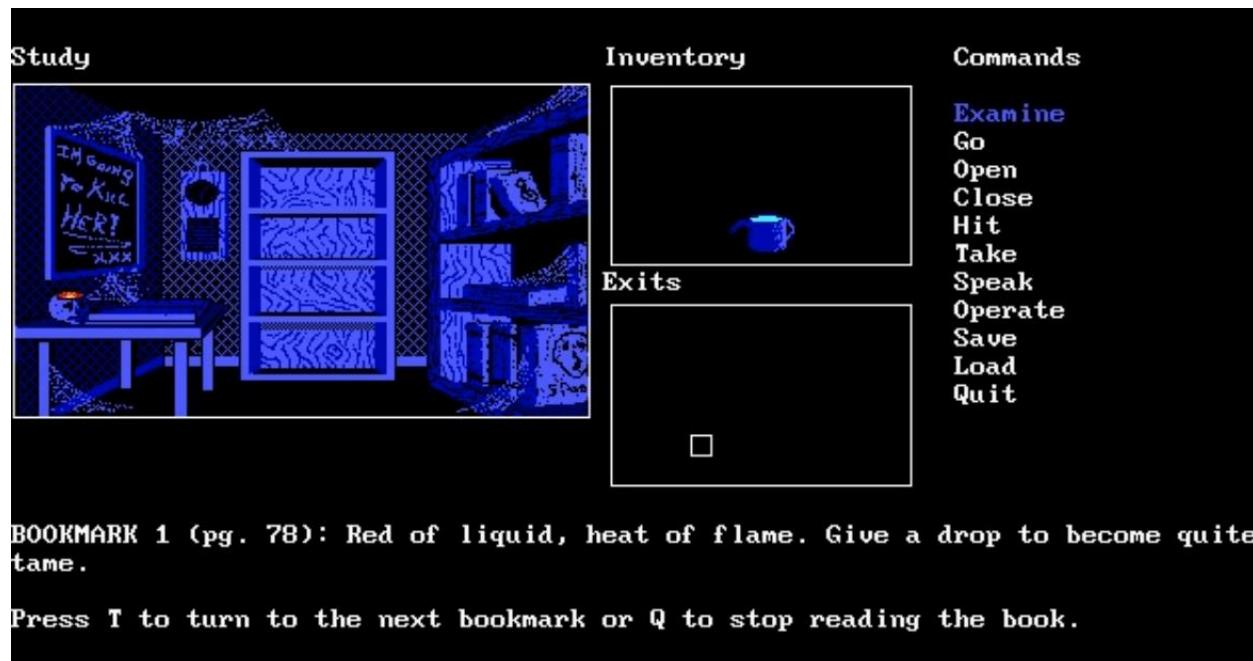




The Last Half of Darkness (Softlab), PC Joker enero

Entrance Hall	Inventory	Commands
A screenshot of the entrance hall. The room is filled with dust, and there are antique fixtures like a grandfather clock and paintings on the walls. A grand staircase leads up into darkness.	<b>Inventory</b>  <b>Exits</b>  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>Commands</b>  Examine Go Open Close Hit Take Speak Operate Save Load Quit

Dust fills this hall as sheets once used to protect dust from ruining the furniture, now need protection themselves. Old paintings and antique fixtures decorate the hall with a grand staircase leading up into darkness.



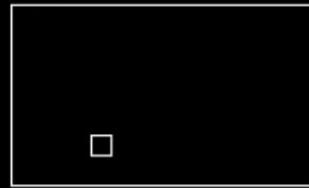
**Inventory**



**Commands**

Examine  
Go  
Open  
Close  
Hit  
Take  
Speak  
Operate  
Save  
Load  
Quit

**Exits**



BOOKMARK 1 (pg. 78): Red of liquid, heat of flame. Give a drop to become quite tame.

Press T to turn to the next bookmark or Q to stop reading the book.



**Inventory**



**Commands**

Examine  
Go  
Open  
Close  
Hit  
**Take**  
Speak  
Operate  
Save  
Load  
Quit

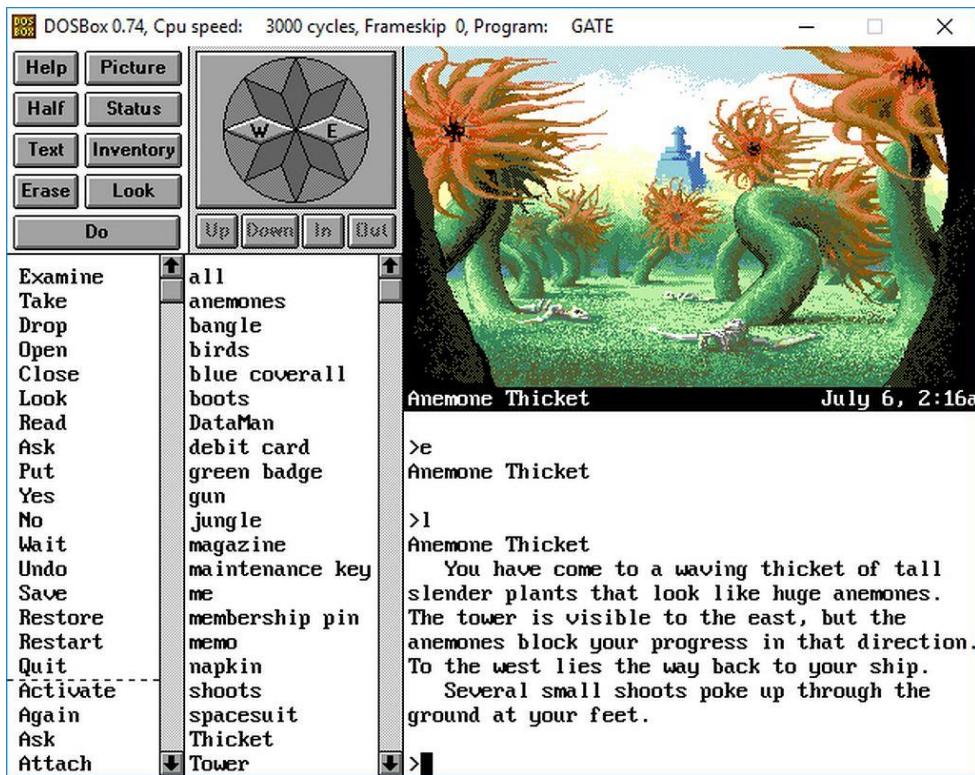
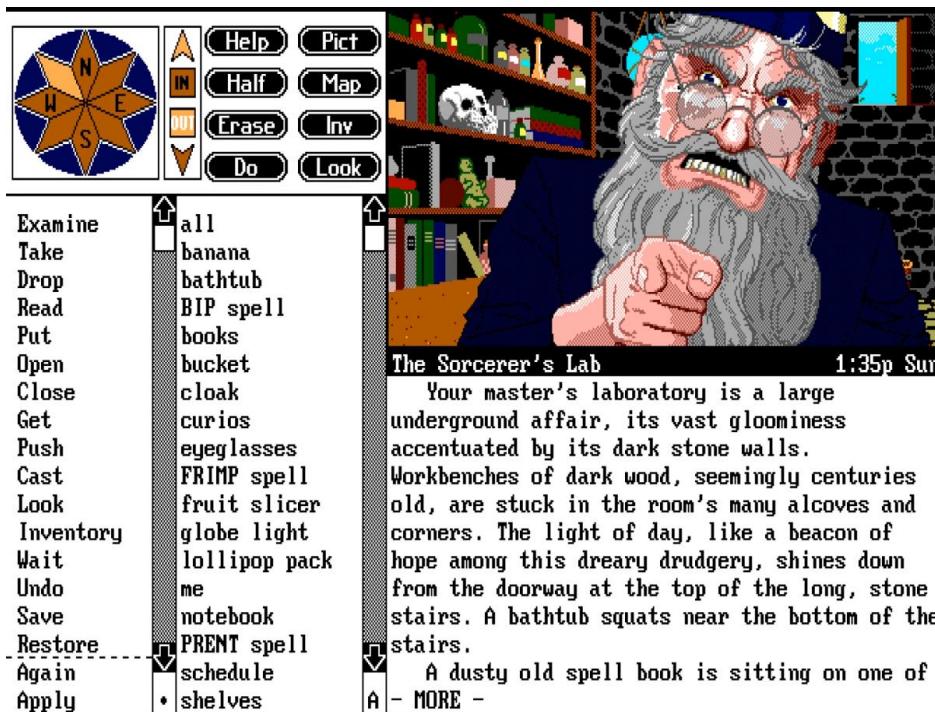
**Exits**



This room is filled with stuffed animals located on the walls and on the floor. All these animals were the trophies collected by your late uncle.

Hay versión mejorada por el 35<sup>th</sup> aniversario, con unos gráficos escalofriantes.

## Sorcerer's / Gateway/ Gateway-II (Legend) PC Joker Septiembre



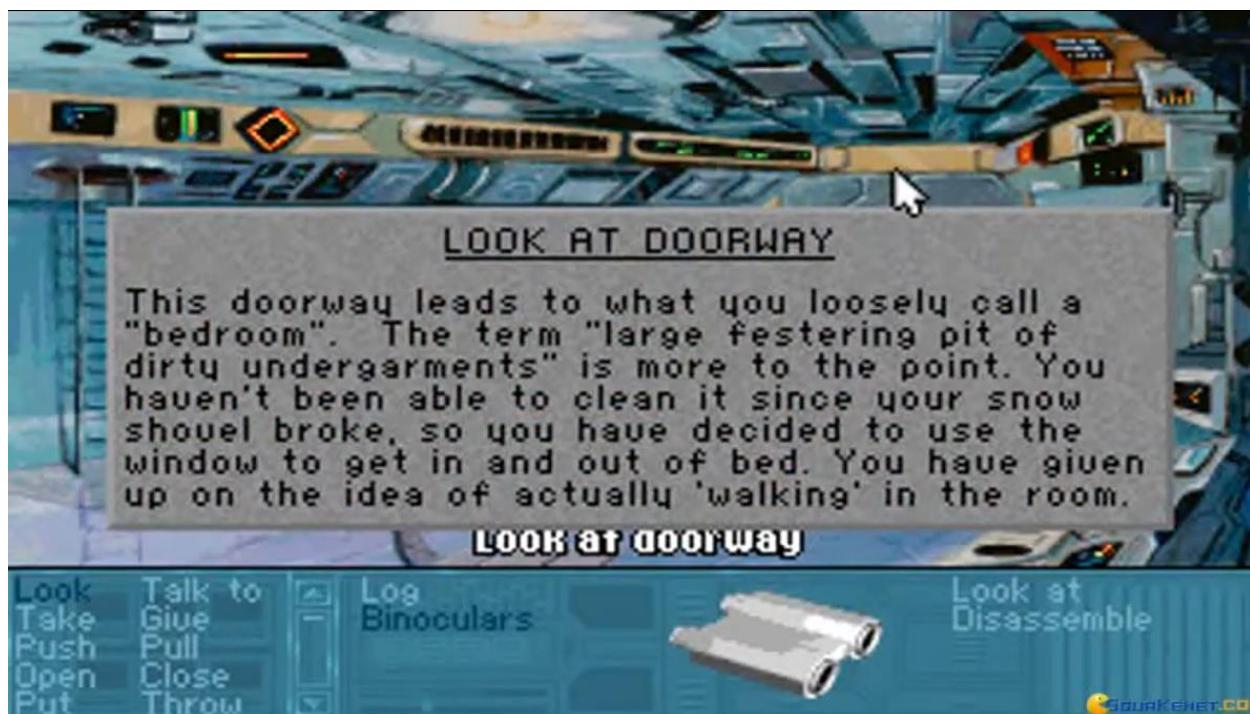
## KGB (Virgin Games)



1993

Rex Nebular, PCJoker Enero





## Flies - Attack on Earth, Joker Feb



## Grail Quest PC Joker May

Round Table					
The King Arthur stands before you, as motionless as the mythic Irish stone from which his great throne was carved. 'Perceval,' he says at last. 'You are the last Knight of the Round Table to undertake the Holy Quest. Are you ready to begin?' YES 'Very well. Remember that only the most clever shall survive the Waste Land, only the most valiant shall enter the Chapel Perilous, and only the purest of knights shall find the Grail. Godspeed, Sir Knight.'					
The King walks through an open archway west of you. Another arch opens to the north.					
Look Put Attack	Walk Open Status	Mount Close View	Get Talk	Use Rest	Drop Items
WALK			The King walks through an open archway west of you. Another arch opens to the north.		
North	South	East	West	Up	Down

Courtyard



USE

Copper Coin

You are at the entrance to the Keep. The Queen's Courtyard opens to the west, leading towards the West Gate of the castle. East is the Great Hallway, and a stone stairway leads down into darkness. A horse is here.

GET

**There's nothing here to get.**

## Kitchen



SAY

You are in the castle buttery.  
Normally a social nexus for the  
servants of Camelot, the buttery, like  
all of Camelot, is quiet and empty now  
that the quest for the Grail has  
begun.

Stairs leading up are the only exit.  
You see a bowl, a knife and a cleaver here.

## Ring World PCZone May -> Paleta de iconos

"Ringworld es un asombroso ejemplo de lo que puede conseguir una imaginación libre y disciplinada. Creando una vasta, minuciosa y consistente visión del futuro y la historia".  
-Peter Heck, NEWSDAY

**RINGWORLD**  
La Venganza del Patriarca

Basado en la serie de libros "Mundo anillo" y ganadora de los premios Nebula y Hugo

LARRY NIVEN

ERBE > Sergi Caparrós - CapaSoft

PC y COMPATIBLES  
Req. min.:  
386-16 MHz,  
VGA, disco duro,  
audio, joystick, 2D,  
2 Discos 3.5" HD  
Ref. 3P01453

"Estuve pensando en esto desde el principio... que debería existir un tercer libro de Mundo Anillo, pero en ordenador. La Venganza del Patriarca es la tercera entrega de los dos primeros libros... Me alegra que sea tan bueno como es".  
- Larry Niven

**EL INFODISK DECIA QUE DEBÍAS AVISAR A ALGUIEN...**

... nunca mencionó a un Patriarca loco, asesinos Kzinti, el genocidio de los Títerotes o el hecho de que la única esperanza para el futuro del universo sólo se podría encontrar en un mundo tan inmenso que podría contener... Una intrincada trama de intriga,crime a un vengativo Kzin, a una ingeniero secuestrada y a un mercenario, solos contra un complot que podría hundir el Espacio Conocido en el caos total y absoluto. Los Kzinti están levantando armas, los Títerotes están asesinando inocentes, y Mundo Anillo tiene la respuesta... si la puedes encontrar a tiempo.

**CARACTERÍSTICAS**

- Un juego interactivo en el que de verdad, tus decisiones determinan el desarrollo de la aventura.
- Animación y scroll reales en un entorno increíblemente realista.
- Fácil selección de opciones por medio de ratón.
- Basado en la serie best-seller MUNDO ANILLO, con más de 5 millones de copias vendidas.

Busca y reúne la información necesaria para detener el DESTROYER Kzinti.

La nave espacial más avanzada jamás construida. Es única de su clase... 20 mil

Trata con los habitantes de Mundo Anillo: ¿amigos o enemigos?

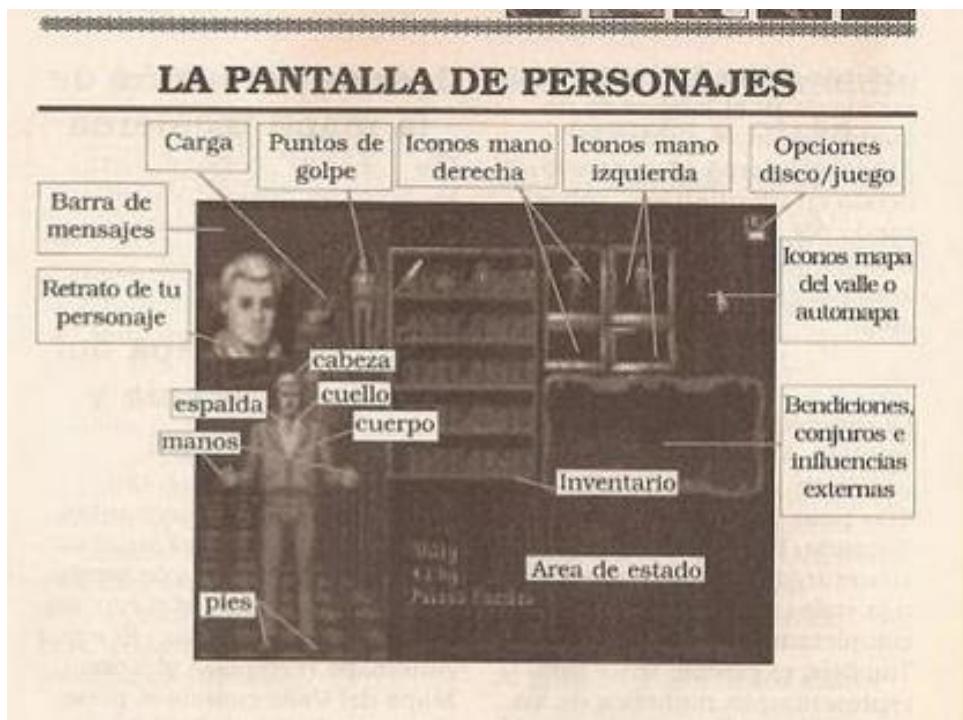
Centro de los mundos en los mundos.

LA PESADILLA ES ORO

TSUNAMI MEDIA y RINGWORLD OF THE PATRIARCH son marcas registradas de TSUNAMI MEDIA, INC.



Veil of Darkness -> PCZone May -> Isométrico



## Ventana de interacción NPC



Imagen del NPC

Palabra clave  
(subrayada)

Palabras clave

Imagen de tu  
personajeImagen de tu  
personaje

## Ventana de palabras clave

## Ventana de respuesta del personaje

Área de texto de la  
palabra clave oculta

## Comandos de teclado

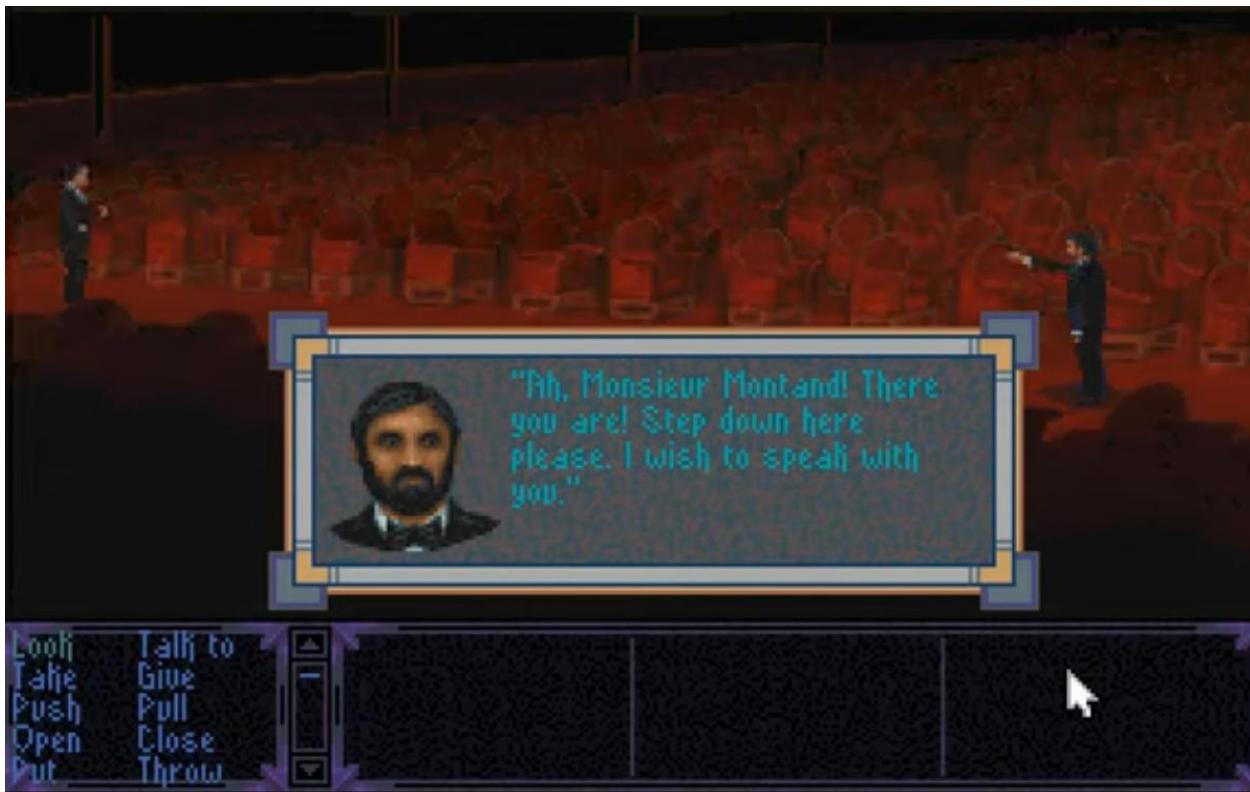
### Teclado numérico Controles de movimiento del jugador

- (menos)	Desplaza hacia arriba la pantalla del personaje
+ (más)	Desplaza hacia abajo la pantalla del personaje
Mays-Menos	Mueve la pantalla del personaje hacia su posición superior
Mays-Más (o 5)	Mueve la pantalla del personaje a su posición inferior

## Otros comandos de teclado

Alt-Q	abandonar el juego (Salir al DOS)
Alt-A	finalizar la partida actual
F9	activa/desactiva el sonido (ver nota debajo)
P	pausa
C	conversar con el NPC más cercano
T	coger los objetos que hay enfrente de tu personaje
O	opciones de juego (incluyendo grabar y cargar partidas)
1	usar el objeto de la mano derecha
2	usar el objeto de la mano izquierda
3	lanzar el objeto de la mano derecha
4	lanzar el objeto de la mano izquierda
F1	mostrar el mapa del valle (si está disponible)
F1	mostrar el Automapa (si está disponible)

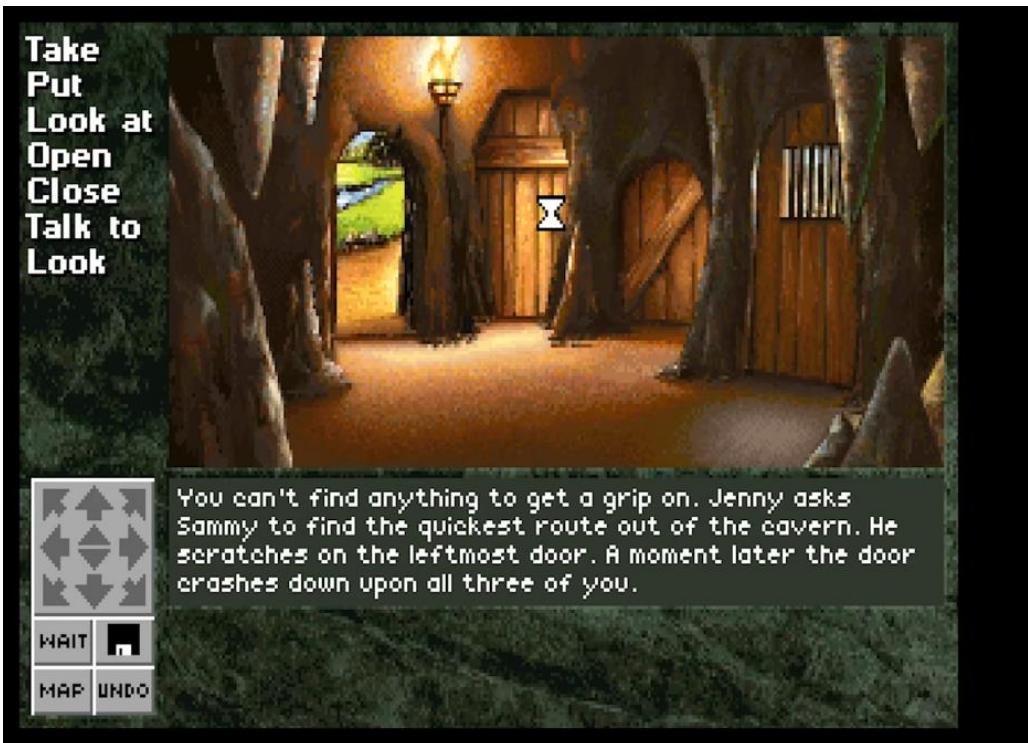
## Return of the Phantom - MicroProse - PC Zone Junio



PC Wayne's World - Micromania - Sept



## Companions of Xanth (Legend Entertainment) - PC Joker Sept

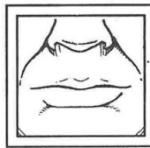




Shadow of the comet (Infogrames)



Movimiento con cursores. M para moverse entre localizaciones del pueblo. TAB hace aparecer los iconos. Cuando hay algo interesante aparecen unas líneas discontinuas para indicar donde se encuentra.

**HABLAR:****Atajo de teclado: tecla "T"**

Para empezar una conversación, responder, gritar o hablar en voz alta, pulsa la tecla "T".

**USAR UN OBJETO:****Atajo de teclado: tecla "U"**

Tras seleccionar el objeto deseado (de la Lista de Objetos), podrás usarlo pulsando la tecla "U".

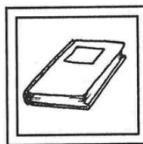
**COGER UN OBJETO: Atajo de teclado: tecla "G"**

Te permite coger cualquier objeto que pueda ser llevado. Cuando tu personaje vea un objeto, aparecerá una línea de puntos desde sus ojos al objeto. Si quieres coger ese objeto, pulsa la tecla, "G".

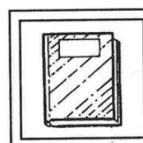
**MIRAR:****Atajo de teclado: tecla "L"**

Pulsa la tecla "L" para examinar más detenidamente un objeto, ver más de cerca un objeto o para inspeccionar el lugar donde te encuentras.

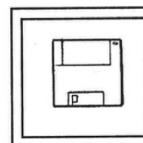
- 7 -

*Shadow of the Comet***LISTA DE OBJETOS: Atajo de teclado: tecla "O"**

Para saber qué objetos llevas pulsa la tecla "O". Para seleccionar un objeto de la lista, mueve el cursor con las flechas ↑ y ↓ y confirma con RETORNO. Si aparece un objeto dentro de este icono, significa que éste ha sido seleccionado.

**DIARIO:****Atajo de teclado: tecla "I"**

Este es el diario donde tu personaje anota pistas y cosas importantes. Para refrescar tu memoria, consulta el diario pulsando la tecla "I". Para pasar las hojas del diario pulsa las teclas <- y ->.

**FUNCIONES AUXILIARES:****Atajo de teclado: tecla "D"**

Este ícono te da acceso a las siguientes opciones: salvar, cargar, volumen, velocidad del ordenador (ver Salvar, Cargar y Funciones Auxiliares). Para acceder a estas opciones pulsa la tecla "D".



## Sam and Max (Lucas Arts)

Conversaciones por iconos, acciones basadas en ciclar con el botón derecho.





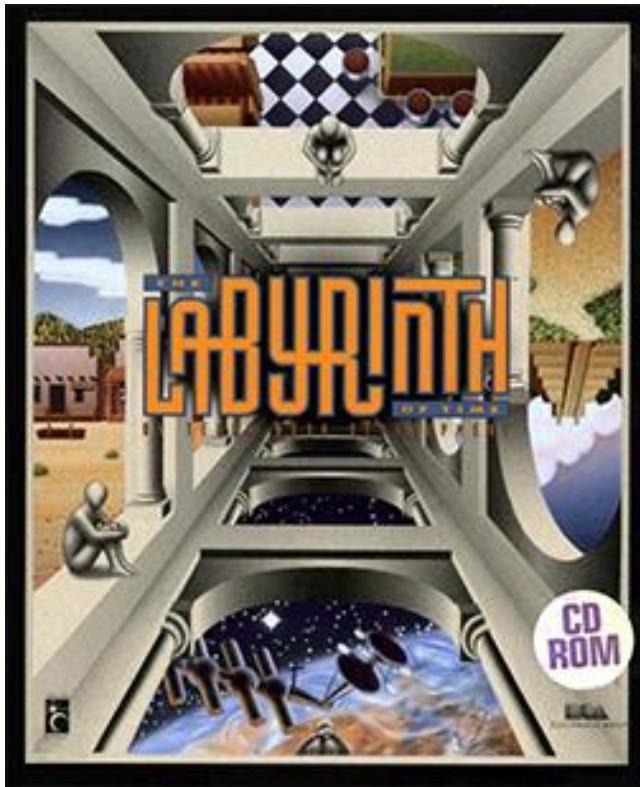
1994

Black Sect (Lankhor)



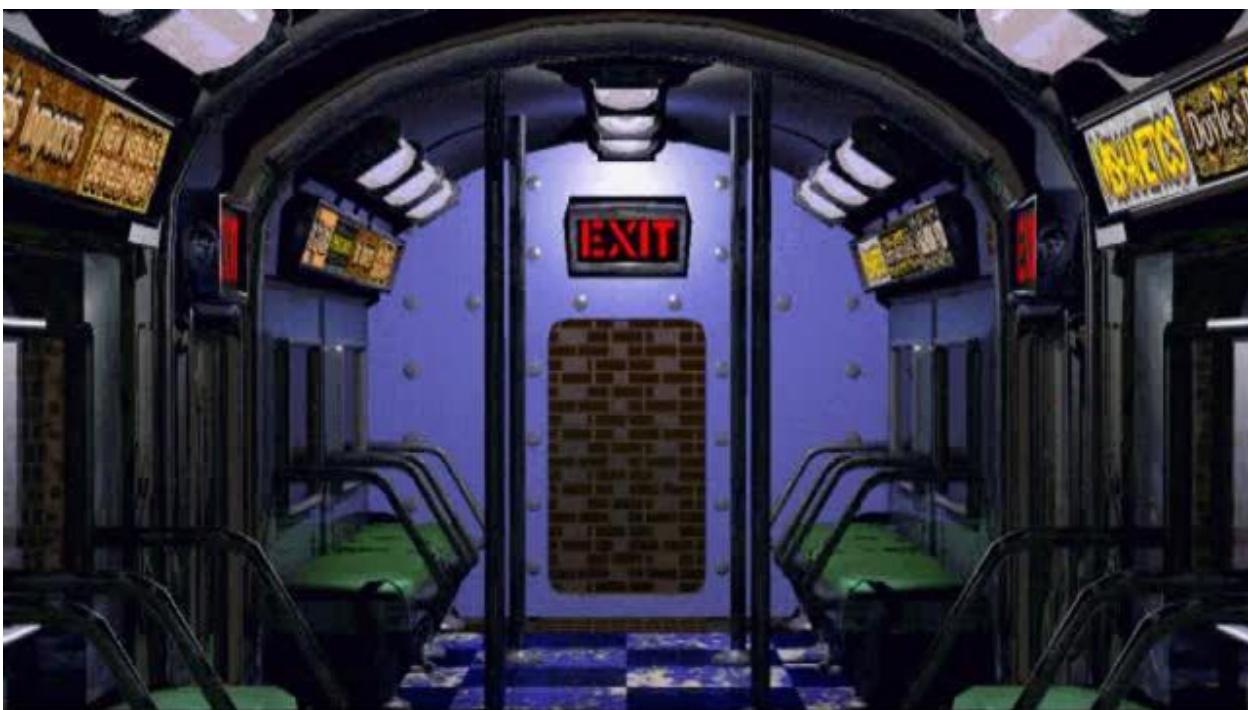


## Labyrinth of Time (Electronic Arts) - PcJoker enero



Movimiento tipo dungeon crawler, girando la cámara en cada nodo.





## Der Schatz im silbersee (Karl May) - Pc Joker Enero



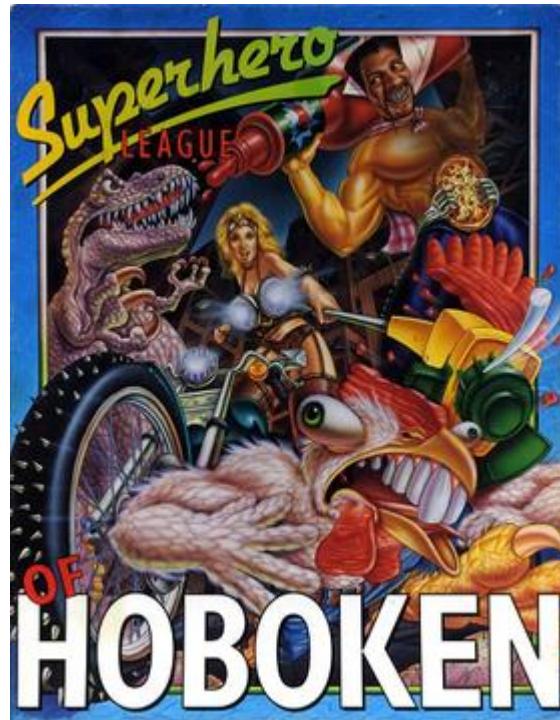
**Die Höhlenwelt (WeltenSchmiede) - Pc Joker Enero**



Innocent until caught/Guilt (Psygnosis)- Micromania Mayo



## Superhero League of Hoboken (Legend Entertainment)- PC Zone Agosto



Take  
Put  
Look at  
Rest  
Wait  
Look

A screenshot from the game showing a medieval-style room with stone walls and arched windows. In the center is a table covered with a red and white checkered cloth, holding a computer monitor displaying a map, several lit candles, and a large, metallic magnet. A mouse cursor is visible over the magnet. On the left, a character's arm and hand are partially visible, reaching towards the magnet. On the right, a character wearing a hat and coat is seen from behind. A small window on the left shows a menu with icons for movement, and below it are buttons for "WAIT", "REST", and "UNDO".

This is a powerful magnet, about the size of a cinder block but somewhat heavier. It would make a good doorstop, although not as good as one of those little rubber wedges which holds the door open just as well but doesn't hurt nearly so much if you stub your toe on it.

1995

Musketeer (Ubi soft) PC Joker Diciembre -> Menus con botón derecho



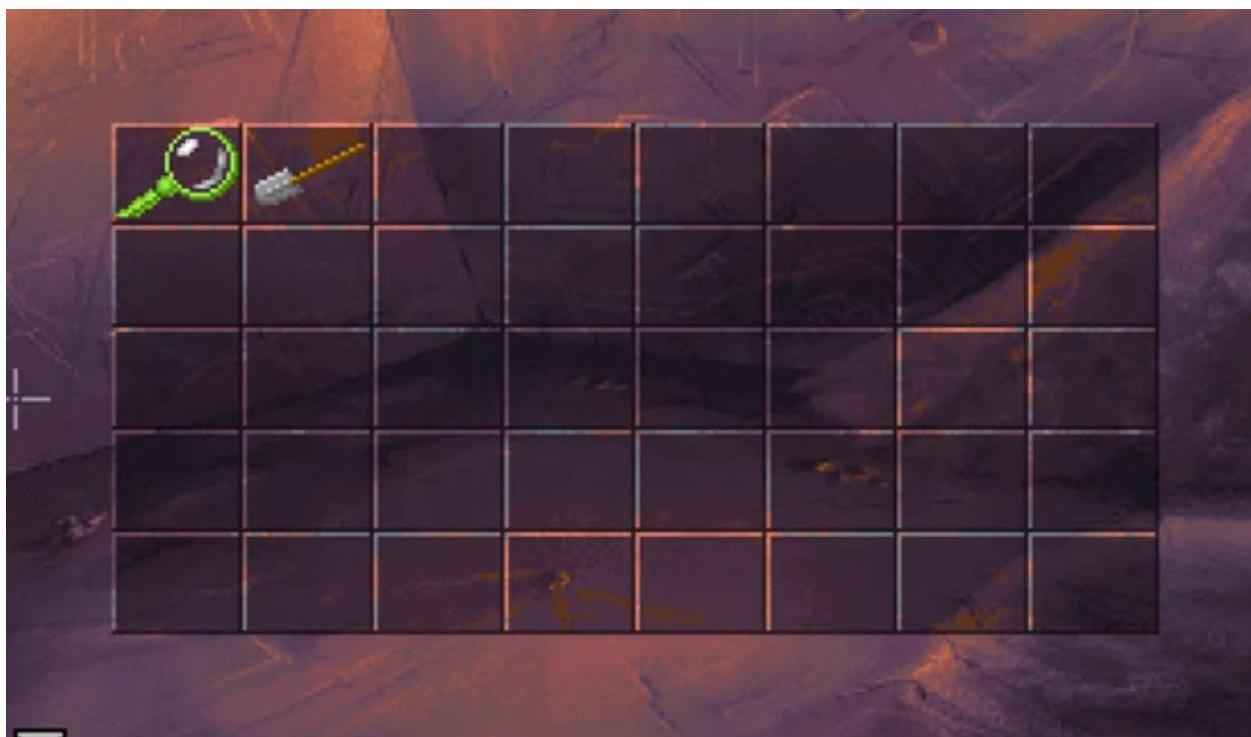
1996

The Dig (Lucas Arts) - Evolución a todo con un click



Incluso las conversaciones se han simplificado a motivaciones.





## Shannara - PC Joker Feb , 1a persona



## Mission Critical



**Infocom, Level 9, Magnetic Scrolls, Infogrames, Delphine software,  
Legend Entertainment**

[https://www.lemonamiga.com/games/list.php?list\\_publisher=Infogrames](https://www.lemonamiga.com/games/list.php?list_publisher=Infogrames)