



adventure

JINXTER

Rainbird/Magnetic Scrolls, £19.95 disk only



itting on the bus, heading home, you sleepily conclude that life in Aquatania is good. At least, it's been good until recently – but now luck seems to be running out for the small community and its inhabitants. Slowly, menacingly, a feeling of bad fortune has settled over Aquatania. This new gloom hasn't made much impact on you yet, but it will ... as soon as you get off the bus.

Approaching your front gate, you are suddenly visited by a representative of the Department of Guardians. He has been sent to tell you why Aquatania is losing its luck – and that you have been chosen to do something about it.

A group of mischievous witches have been plotting behind the scenes to subvert society and change the fortunes of the land,

the Guardian explains. Continuing, he tells you that to combat these evil enterprises you must find five special charms and a bro-

ken magic bracelet.

Once all these have been located, the bracelet can be reassembled and, together with the charms, used to combat the power of the witches and return good fortune to the land.

Jinxter is full of characters you can communicate with, including a megalomaniac gardener, a trigger-happy postmistress and a none-too-intelligent postman called Poor Bloody Lebling – presumably a reference to Infocom programmer David (Zork, Sorcerer) Lebling!



But none of these Aquatanians, or even the many dangers that are to be found in *Jinxter*, should bother the player too much – you can't die. This may at first take the thrill out of the adventure, but as its style becomes familiar the player finds it works very well, allowing you to get the most enjoyment out of *Jinxter* without too much caution.

Unfortunately disk access is horrifically slow. Waiting as long as 40 seconds for a reply is common, and no matter how good an adventure is, that's quite a drawback.

The graphics are detailed and colourful (although slow to load), and some objects in them can be manipulated in minor ways even when their presence isn't mentioned in the text description.

The prose itself is positively dripping with atmosphere, and often amusing.

Jinxter is a large game with a multitude of tasks to attempt, a very impressive parser and an unusual plot. It's a must for all disk-drive-owning adventurers, though the disk-access time is extreme and contributes to the low Interaction percentage.

ATMOSPHERE	91%
INTERACTION	76%
CHALLENGE	87%
OVERALL	83%

Sleep
can
kill!

Be warned

Frightmare

KAYLETH

US GOLD/ADVENTURESOF

SERIALISED
SOLUTION
NUMBER
ONE
(PART FIVE)

The description of the tablet found in the tree last issue includes a clue to what to do next: break it to find a wand which requires closer inspection for an idea of its purpose. Now it's time to head back to the elevator and level M1.

Find the nearest Azap chamber and input the code EPO. This takes you to a bricked-off corridor which is cleared using the Dexta cartridge and a quick blast of the plasma bolts. However, now is not the time to venture beyond this point – we shall return here later.

Go down and enter another code, AKN, to arrive at a rocky knoll. Heading southeast and then west from here takes you straight into a fracas with some ferocious Zemps. Never fear, the rod is here. Whirl the cord to frighten the Zemps away. Now go south and pick up the dime you find; then, armed with the three silver items, the cube, rod and pyramid (you did bring them, didn't you?) boldly go west. The walls of the derelict hall close in on you, but don't panic.

Enter the Socle for a clue. Listen to the voice and drop the silver three to descend and escape the crushing walls. Go down to meet the High Priest and take the mortar and the pod (the lenses and pyxis are no longer required). Go up and re-enter the Socle but don't dally

in the hall – go east. Examine the pod and mortar for clues to their use and head back to the local Azap chamber.

Input Azap code ELY, go up, enter the elevator and press the button for the ground floor. Go back to the bar where you found the Qnuts and have a chat to Broznak the landlord. Give him the dime to gain access to the cuboid and go east. Take the bottle you find and examine it, look at the screen while you're here and discover what 'Kayleth' means.

Head back through the archway and go east to the dome constructed of prisms. Drop the bottle and the mortar, then go west and north. Examine the mine dome for a clue to which cartridge you should insert before venturing inside, and go into the dome. Once inside, head east and have a look at the machines in the Chromazin reprocessing room. Remove the Serta and insert the Masta cartridge, go west and enter the hover plate.

This is where Yagmok's coat comes in handy – it provides light when you're down the mineshaft. Down, southwest and then south from the hover plate brings you to a pool in which a pair of photon cutters lurk. Take them and go north, northeast, and down to the mine face.