

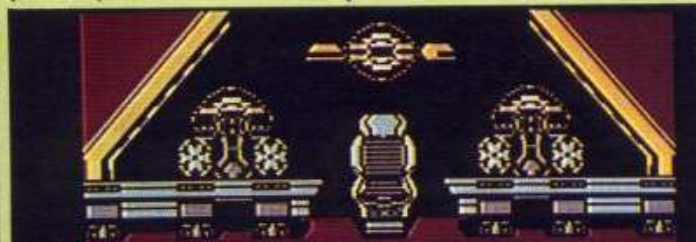
KAYLETH

US GOLD/ADVENTURESOF

Each month the Harlequin will take you step by step through one of the more popular adventures available. Not everything will be given away within the game but between us we will ultimately reach the end screen, and perhaps even gain a certain sense of achievement.

The peaceful lifestyle of the Zyroneans was shattered by the untimely arrival of Kayleth, a fearfully powerful tyrant whose craving for the mineral Chromazin had brought him to their planet, Zyrone.

get off the belt. Your attempt to escape does not go unnoticed however, and you are now standing face to face with a Destroyer Droid. Keeping your cool, stroll upstairs and pull the lever to override the Droid's



You are in the zyrone selection centre. Three vertical sleepers stand next to the selector unit. You could go East, South.

> AZAP CODE ELY
> U
> H

Utilising an Atomic Bismember, Kayleth transfers his ever growing army of androids down to the planet from his orbiting mother ship, forcing the populace to claw out the precious ore from the subterranean rocks.

As a daring and loyal Zyronean you have managed to avoid enslavement long enough to formulate a plan to free your planet. Unfortunately, as the game opens, you discover certain undesirable events have interfered with your schemes...

The first screen of text that appears before you holds a clue to what should be one of your initial moves. As you lie there, spreadeagled on the conveyor belt, try to move. You are informed that steel bands hold you in place, never fear, remember your superior strength? Break the bands and

destructive tendencies. You may now go safely back down to examine the machinery in the Android production unit. 'Your curiosity pays off' and a reward is yours in the form of acidic sticky tape. North from here is the parts supply annexe where you find a fuse lying around, add it to your inventory and head East twice. The Android conditioning unit contains a chair with a knob attached. Turning the knob reclines the chair to reveal a pair of gloves. Take them. If at this point you should be tired of life on the bad ship Kromar, sit in the chair to end it all.

The cartridge room to the South is the next place of interest. Have a look in the reflective sheet for a clue as to what to fill your head with. Then continue with a quick examination of the cabinet to find a canis-

ter which is unfortunately welded shut. The answer to this problem is within your grasp. EXAMINE everything in your inventory, especially the gloves, and have a think. The tape is acidic remember. Wear the gloves, open the tape and put it on the canister. Voila, three cartridges for that little slot in your cranium. Each one programs you to function as a different type of droid. Serta is a service droid, Masta is an overseer and Dexta gives you the ability to fire plasma bolts. Perhaps a quick experiment with what these cartridges do and how they affect your outlook on life may be useful whilst you're still in the relative safety of these first few locations. You may now discard the gloves.

A journey West will take you to a closed service aperture and Down from here is one of a number of Azap chambers. These are very useful, their function being to transport you to and from other Azap chambers, dependent upon which code you input on the keypad. Said codes

are dotted about just waiting for the relative cartridge into your head enables you to open this barrier and find yourself on the outer hull. Examine the door for an Azap code (ROO) then go up and look at the bridge aperture for another (DHT). Open the door to gain access to the bridge and have a look at the controls. You will notice another Azap code, although nothing may yet be gained by pressing the button as you are incorrectly programmed at present. Replace the Serta cartridge with the Masta and try again to receive some personal information. Down from here is another Azap chamber. Go there and have a think. The code outside the bridge was DHT and the one outside the blue eyed aperture was ROO. Time to experiment again. Enter Azap code DHT and see where you end up then try ROO. Excitement-wise this is decidedly below average... but wait a minute, there was another code on the bridge panel. Azap code ELY! Well, what are you waiting for?

Thus ends the first of many



You are surrounded by the conveyors at complex machinery of an android production unit. Alarm sirens are screaming out through concealed speakers. A Destroyer Droid heads menacingly towards you! You could go North, East, Up.

arms!
> U

you to find them. However as we don't know any codes yet, let's go back up to the closed aperture. A closer examination of the door brings to notice a blue eye painted on its surface. Inserting

serialised solutions. If you want to see any particular adventure revealed please let me know, along with any thoughts or comments you may have concerning this particular section.

SERIALISED SOLUTION NUMBER ONE (PART TWO)

KAYLETH

US GOLD/ADVENTURESOF

Judging from the letter which came flooding in concerning this section, (merc Patrick) there appears to be a little confusion about how it works. Allow me to make things a little more clear. Last month's article was only the first part of the solution. I shall in fact be taking you through the whole of the adventure to the very climax. So for those of you who may have thought I had left you dangling, so to speak, read on...

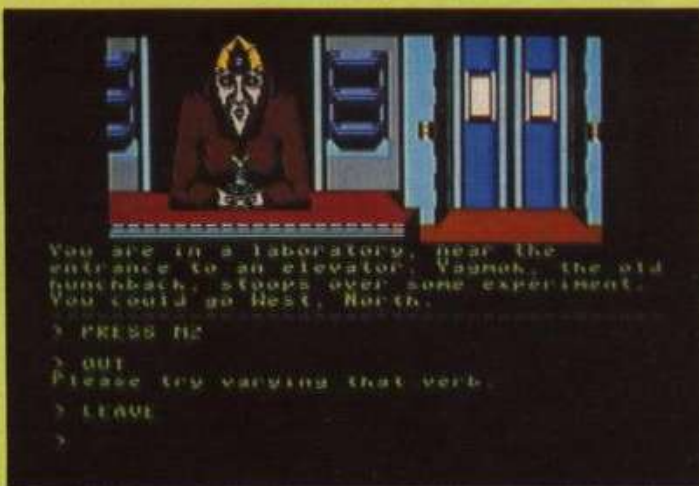
Last month I left you experimenting with the three Azap codes we had learned, ROO, DHT and ELY. Transport to the latter chamber so that we may continue. Going up from here takes you to a corridor near the entrance to an elevator where we find a Pyxis. Upon examination you are told that the Pyxis is a small box which can be opened (I recommend a 'RAM SAVE here'). Obviously curiosity rules, and out pops a pair of lenses which expand on contact with the air so that they no longer fit into the box! 'RAM LOAD' and you are back with a closed box plus the knowledge of what it contains. West is the Zyron selection centre where, if

you EXAMINE the sleepers, you discover that they are labelled 'Rejects for DX'. To the south of here is an Azap Chamber which displays a 'DX' logo which, as learned from the sleepers, signifies a reject! However, try it for yourself if you don't believe me.

If you're still alive, go back to the elevator, enter it and look at the panel. The available floors are marked G, M1 and M2, obviously the one flashing (M1) is where you are now. Press M2 and leave the elevator to enter a laboratory where Yagmok resides. Try talking to the old man. If he ignores you, it may have something to do with what's on (or in) your mind.

Remove all cartridges and try again. Yagmok tells you that he may have the key to your problem, and then continues his message in advanced speech. Don't panic. If you can't understand what he tells you,

key he promised earlier and wear it with pride. North of here is a cryogenic store room where suspended Zyroneons are kept. There is also a small silver pyramid which must be added to your inventory.



scribble it down and think about the fact that he called it advanced. Perhaps he means substituting each letter with the following one in the alphabet, that is changing S to T and K to L. Try it, or if you're feeling very lazy just read the next sentence. 'Skim the sea. Find the coat. Ride the ring. Then down the throat.' This obviously doesn't mean very much at the moment, but it will. Before you leave the lab ask Yagmok for the

Moving south and west takes you to the mind facsimile section in which a dome containing a body-shaped indentation sits. You can do nothing with this yet (unless you're tired of living), but remember it for later on in the adventure.

Now go back into the elevator and press G, this takes you to the planet surface where, next month, we shall face many dangers together - so wear your khaki trousers.

SERIALISED SOLUTION NUMBER ONE (PART THREE)

KAYLETH

US Gold/Adventuresoft

Last month I left you inside the elevator at ground level. Now it's time to take a step into the big wide world of Zyron.

Leaving the elevator takes you to the very edge of Zymoria with exits at the north and south. Now, tidy yourself up a little, drop the gloves, pyxis and pyramid and wear the badge. It is time to enter Zymoria, and you do this by travelling south twice, and then go through the archway. As you pass through, nozzles spring from the walls and spray your body with rad-rays, which are harmless to

you but not to those who are unprotected. Go south again and take the Qnats, then go north and west. Inside the container dwelling there is a manual. Take it, read it, and jot down what you have learned, then drop the manual.

Examining the starship debris reveals your old Zyroneon self Yurek, although now is not a good time to try and leave the city with him (remember the rad-rays?). Travel east and then northwest (the game asks if you are sure because it's going to douse you in rad-rays again... as long as you

are not trying to sneak out with yourself you will be safe).

Go north into the stark landscape and examine the earth to find a nodule - examining it, you are informed that it will flare up on impact. North of here is a crater, which you may enter, and examine the ashes in it. A steel ball should come to light. Climb out of the crater, and drop the ball because you do not need it just yet - you will in fact be passing this way again. From here, travel west, down and east to the tunnel entrance then, and then enter the tunnel. You are now confronted by a solid door which blocks your way. Insert the Masta cartridge into your data slot and shoot plasma at door. Easy for a droid.

Going east into a small chamber reveals shelves which you need to look at closely. Once done, you should have access to a cube, a

spraysuit and a whiffy bar. Get the suit and wear it for protection from the acidic sea. You are able to use a skimmer which is parked 'down' from here. A quick scan round the skimmer, once aboard, reveals the lack of a starter fuse. Luckily though, you just happen to have a spare one with you (don't you?). Insert the fuse into the skimmer and start it. After a very fast ride you will find yourself on a pebble beach, southwest and then east from here is the blackened ruin of a burnt-out house. Examine the rubble to find the steel hatch and open it (you are allowed to because you wear the badge that Yagmok gave you). Going down to the basement brings you face to face with Dribble. Shall I leave you here over the Christmas holiday or shall I tell you that Dribbles like Qnats? ... I think I'll leave you here.

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Giving the Qnuts to Dribble allows free passage to the depths of the basement. Go down to the circular passage, examine it to discover that it's probably no ordinary tunnel and dare yourself to go in. Go on you wimp – get down there! Ignore the sticky secretion and go east. Oh no! It's the stomach of a Rock Gullet and you're slowly being digested. That'll teach you to listen to me! Remember the Nodule you

picked up from the earth near the city? A quick flash is sufficient to make this Gullet creature throw up.

When you're safely in the underground storeroom, take note of the hoop and remember the words of Yagmok. East takes you to the old mans' living quarters where a very useful coat is found, and closer examination of your surroundings reveal another Azap Code (EPO).

Take the coat and go west. Put the fact that there's a ring present and the words of Yagmok together and the solution should be all too clear. It isn't? Ride ring!

Now go back to the Skimmer and head back towards the cavern. Drop the Suit and go west to collect the items you found on the shelf (the cube and Whiffy bar). You may also drop the badge now. Examination of the cube reveals that it's small and made of silver, and a closer look at the bar informs you that it may be spun around – at each end of it is a sickly smelling goo. Curiouser and curiouser. You may now go back to the elevator on the North side of the city (not forgetting to pick up the ball near the crater on the way). Drop the ball and the coat by the elevator and pick up the pyxis. Head north, north, northeast, north and east to come face to face with the dreaded two-headed Mokki Ray. This creature is obviously

quite nasty, and therefore requires something just as nasty to deal with it. Give the bar a spin, the Mokki grabs it and runs off to try and eat the thing, leaving you free to wander the Twin Peril Forest almost at your leisure. A quick trip east brings you to a gigantic tree which you may have the pleasure of climbing to discover a little wooden door. If you remembered to bring the Pyxis, open it and a pair of lenses are revealed. Get them and wear them, and (whilst in the dark) think back to the manual you found and read in Yureks' place. Flip the knot. A blinding light beams out through the wooden door, and even with your lenses on you notice a marble tablet inside the tree. Get it, remove the lenses and examine the tablet, the letters AKN are revealed. I wonder what they could mean...

You'll just have to wait.

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(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.

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Last month I left you in the mind facsimile section where you had (hopefully) just been reinstated with your Zyronean body. Go to the elevator and press G, get the ball, go back into the lift and ascend to level M1. After leaving the elevator go down to the Azap chamber and enter the code EPO, going south results in you being sucked into a green spiral tunnel. Go down twice and put the ball in the hole. You awake in a void face to face with the Asterion Technician. Examine him and he informs you that now the ball is in place you can finish your task of repopulating the devastated planet of Zyron. He continues by telling you that you must poison Kayleth's life blood with the essence of Tae – find the bulb and nurture it! Magically you find

yourself transported to a clearing. Take the bulb, go north and down and enter Azap code ELY. Go up and enter the elevator, press G and go south, south and east to where you left the mortar and bottle. Take the compost and bottle and pour the water on the compost then plant the bulb in it, now wait eleven or twelve turns until the Tae flower bursts open. Take the mortar and put the seeds inside it to gain 'KAYLETH'S DEATH WARRANT'. Drop the mortar and the bottle and go back to the elevator, press M1. Head for the nearest Azap chamber and input the code DHT. Go up and type Help, you are told to read back all the Azap Codes; ROO, DHT, ELY, AKN, and EPO. Read them backwards to reveal the message 'OPEN KAYLETH DOOR'. Do this

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and you will arrive in Kayleth's inner sanctum (exciting isn't it?), drop the essence in the pool and you receive the message: 'THE MAXIMA POOL TURNS RED, KAYLETH'S FORM BEGINS TO SWELL. KAYLETH BURSTS! HIS REIGN IS OVER. YOUR'S HAS JUST BEGUN. YUREK THE GREAT! WELL DONE!'

Easy once you know how! Look out next month for the first part of my second serialised solution, you'll have to wait to discover which classic adventure it will be.