

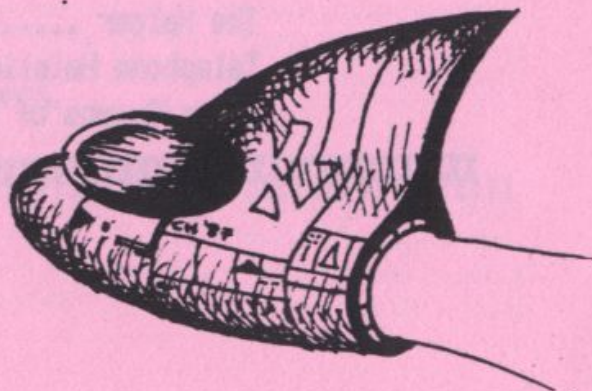
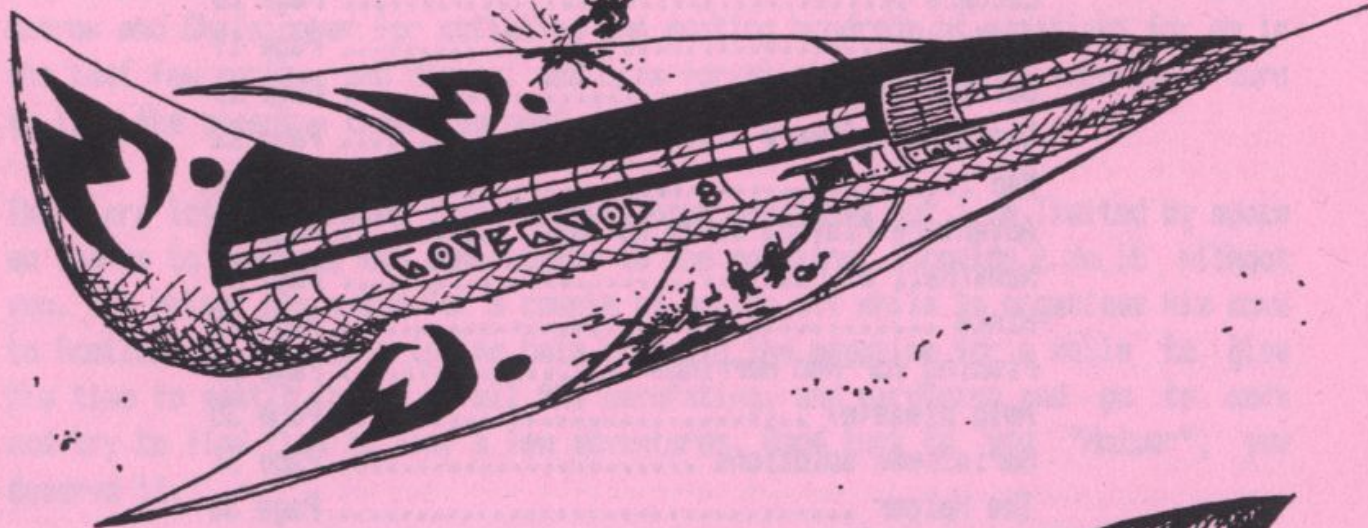
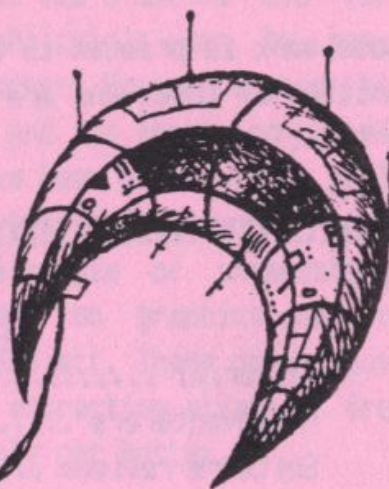
Adventure Probe

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£1.00

ISSUE : 11

APRIL 1987



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EDITORIAL

Welcome to Issue 11 of Adventure Probe. We've almost completed a whole year now, and it couldn't be done without all the help and support that we have received both from readers and columnists. I'd like to thank Tony Bridge, Mike Gerrard, The Pilgrim, Peter Sweasey and Andy Moss for mentioning Probe over the past year. Advertising is so expensive that small concerns like Probe just can't afford to advertise on a large scale.

Also Probe has some very talented people among its readers who have shared their talents freely with us all, and I'd like to take this opportunity to thank them properly. Malcolm Serbert has been giving us all a good laugh with his stories that were inspired by the Christmas story that Jim O'Keeffe did for us. Paul Serbert has sent in lots of reviews (he's Malcolm's son by the way). Jim O'Keeffe sends in reviews regularly. Christopher Hester shared his artistic talents with us with his beautiful Zork map, and the front cover of the mag. John Barnsley, Tom Frost and Ron Rainbird have been particularly prolific in the amount of solutions, maps and hints that they've sent in for us all to share. Neil Scrimgeour has drawn maps, and written a couple of interesting articles. Keith Milner has also sent in articles, the one on graphics was particularly good and sparked off lots of letters on the subject. These people have been with Probe from the very beginning and we are now attracting attention from lots more people who are equally gifted so Probe can only get better.

I also promised my children that I would thank them publicly so here goes. Andrew and Christopher for collating and posting hundreds of magazines for me in the last few months, and Michael and Liam for sticking out their tongues in turn to lick the stamps - thanks sprogs!

There are lots more names that I should have mentioned but I am limited by space so thanks to everyone who contributes to the magazine, I couldn't do it without you. The Helper has asked for a couple of months off while he organises his move to Scotland so I'll be printing help pleas in the magazine for a while to give him time to settle in and do all the decorating, and gardening and go to work and try to find time to play a few adventures. Good luck to you "Helper", you deserve it.

See you all next month.

Sandra

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THE MISADVENTURERS

AS ANOTHER CRISIS ROCKS THE NATION, THE GOVERNMENT DECIDE UPON EMERGENCY MEASURES! THE P.M. RELUCTANTLY PICKS UP THE DREADED RED TELEPHONE, AND SPEAKS TO P.W. THE ENSUING CONVERSATION CAN NOT BE REPEATED. BUT ANOTHER MISSION IS ABOUT TO BE requested?

MEANWHILE, MANY MILES AWAY, ON THE EDGE OF THE YORKSHIRE MOORS, THE INTREPID DUO ARE ENJOYING A PERIOD OF VOLUNTARY RETIREMENT. THE SCENE IS A TINY COTTAGE IN THE VILLAGE OF DALESGATE, WHERE THE MISADVENTURERS ARE STILL UNAWARE OF THE EVENTS WHICH HAVE DEVELOPED BETWEEN LONDON AND WIGAN.

Winter had arrived! Snow lay thick upon the moorland heather. It drifted across the village streets, it settled on the roofs and window panes, and on my eyebrows, as I tried to shovel the path outside our cottage. My feet were freezing, and complaining bitterly, I gazed down at the four icicles and a thumb which should have been my left hand, and decided that I was fed up!

Inside the cottage, Jim was sprawled out beside a roaring coal fire, reading a Sherlock Holmes novel. He was wearing a cashmere bedspread, which he had knitted the evening before. He referred to it as his pullover, but I recognised a bedspread when I saw one! His image was complimented by a rubber hot water bottle which was strapped to his head. He had read somewhere that heat was a certain cure for dandruff. "It was a pity it didn't cure eccentricity!" I thought.

As I fought my way back into the cottage, away from the howling blizzard, Jim looked up casually. "Watch out for the ice!" he said. As usual his warning was too late! I made a spectacular nosedive over the door mat, and landed flat out on a tattered old rug, which lay beside the farmhouse table. "Have some toast," said Jim, as he rescued another burnt offering from the fire. Suddenly, there was a tap on the door. Jim went over and used it to fill his hot water bottle, he came back clutching a small green envelope. "I wonder what this is?" he said.

He opened it, and read the letter slowly. His face went ashen. We were in C.O.N.T.A.C.T. with the organisation who wished to remain anonymous! "We have another mission" he announced. I gasped at the enormity of the statement! There were giant earthquakes in Japan. Assassinations in Hong Kong. Floods and pestilence broke out in China. And in Dalesgate market the price of Spring Onions rose by two pence a pound. I was stunned!

Jim recovered instantly, with one bound, he sprang across the room, hurled wide the intervening door, and with that uncanny knack of his, found himself in the kitchen. "Teatime," he said, reaching for the kettle!

After tea, we sat down beside the fire, and Jim elected to wear his deerstalker on top of his trusty hot water bottle. I decided to humour him by hanging an old stethoscope around my neck. Jim puffed on his pipe, and I prayed he would forget the violin! He explained that our mission for "you know who" must not fail, or we could expect "you know what". Suddenly my feet began to reek of cowardice. Or it could have been my socks drying out in front of the fire.

Jim continued by telling me that we had to capture a legendary Vampyre, and when I regained consciousness, he was standing by the window, with the violin tucked under his chin. He was saying, "When you have eliminated the impossible, whatever remains, however improbable, must be the truth!" "Amazing!" I exclaimed. "Elementary! my dear Whatsaname," he replied.

The next four hours were sheer agony! Jim scraped away on the violin, and the strains of 'The Theme from Dallas' wafted across the snowbound moors, causing instant insanity to any unfortunate creature who came within earshot. "Nothing could be worse than this," I thought grimly, but as usual I was wrong! Suppertime approached, and Jim finally stopped his dreadful scraping. The silence was wonderful, creatures began to return to the moors, and Russia declared a day of free speech. For a short while I was happy, but that was before Jim discovered the Diary! It was hidden in a secret drawer beneath the farmhouse table, and Jim suggested that we have supper, then he would read it aloud. I actually agreed! Fool that I was!

After supper we each settled down into a comfortable armchair beside the blazing coal fire, and the intimate glow of a single oil lamp, softened the room into a lazy ring of shadows. Jim began to read! A few days passed, and he eventually reached the third chapter. Outside the snow continued unabated, so did Jim. It was the longest winter I ever remembered! Observers from the Guinness Book of Records, tried to contact us, but it was no use, Jim was in full flow. Eventually his voice began to waver, and Winter turned to Spring. Buds appeared on the trees, and flights of tiny brown sparrows hopped around in the shrubbery. My beard was four feet long!, and Jim looked like 'The Lone Weirdo'. I finally took the Diary from his trembling fingers, he was beyond help, and, God forgive me, I did the only humane thing possible. I went to put the kettle on!

We finally recovered from the ordeal, and we now had to decide how we were going to attempt our mission. I was reading an old copy of a local newspaper, The Dalesway Echo, when I noticed some strange headlines! I read them aloud to Jim.

YORKSHIRE SCHOOLGIRL SUSPENDED BY HEAD.
POLICE SHOOT MAN WITH KNIFE.
BURGLAR FOUND SAFE UNDER FLOORBOARD.
SPOTTED GIRL WANTED BY POLICE.
VAMPYRE BUYS LOCAL PRIORY.

Jim looked puzzled. "I suppose there must be a clue somewhere," he said scratching his deerstalker. We spent the next hour looking for the elusive clue, and then the penny dropped. "I've got it!" said Jim, as he picked it up. "The last headline is in code, we must investigate the Priory". The game was afoot!, and we began to make our preparations. Jim packed the handcart, and planned our route. We were to go as an elite Commando unit, he decided. We would probably be more like GENERAL ignorance and MAJOR disaster, I suspected. But I kept my thoughts to myself.

The hour of midnight approached, and Jim insisted that we black our faces, he promptly demonstrated his plan, by grabbing a large lump of charcoal from the fireplace, and applying it to his nose. The screaming finally died down, as the blister appeared. "Try some cold charcoal" I suggested helpfully, but he couldn't hear me with his head under water.

At the stroke of midnight, we stood behind the door in single file, ready to terrorise the surrounding villages. Two pairs of white eyes, gazed out from two black faces. One of them wearing a huge plaster on its nose! "Synchronize your watch" said Jim. I wasn't wearing one. He pulled on his flippers, and patting the hot water bottle into place, he said "Get ready". We pulled on our Balaclava helmets, and Jim opened the door. I made a truly spectacular exit, straight over the doormat, and on top of Jim. He patiently explained that helmets had to have the hole at the front, where the face poked through, and the calamity was soon resolved. We had made it so far! Jim was quite pleased.

The journey across the moors was difficult. Jim seemed to have all the instincts of a Swamp diviner. He led us, unerringly, from one minor swamp to another, and I still can't believe that we got the cart across, safely. The village was not surprisingly deserted, when we arrived. The moon was full, and I heard the screech of an hungry Owl, as it sighted a mobile supper. Our attention was caught, temporarily, by a huge Bat circling over our heads in search of its mate. I hoped it would find her soon, because I knew that Vampyres often loved in vein!

Jim led us along the moonlit cobbles of the village street, and I caught my first glimpse of the ancient Priory through the tall Sycamore trees, which lined our path. My feet were trying hard to point in the other direction, but I was firm, and we hurried on our way, trundling the cart before us. Jim told me that the Priory had been built in the Thirteenth century by Sir Rodney Cart, and his brother Orson. The present owner was a mystery, but one we were soon to resolve. As we passed beneath the huge stone arch of the Priory gate, we were ill prepared for the sight that greeted us. The teetering pile of stones that was the Priory, suddenly loomed before us, and striding down the gravel path, was a tall dark figure, wrapped in a flowing cloak.

As the cloaked figure drew nearer, Jim reacted swiftly. He hid behind me! This was no mean feat, because I was about twenty metres away, and still retreating rapidly down the pathway. The figure suddenly seemed to recognise us, and it called out in a deeply hypnotic voice. "Holmes!" it said, "Watsaname!, my dear friends, do come in." We returned rather sheepishly along the path, Jim wearing his deerstalker, and I patting my fleece. The figure stepped forward to introduce himself. "I am the Count" he started to say, then correcting himself, he continued "the new owner, Sir Elliot Staircase." We shook hands, and Sir Elliot waited patiently until we had finished. "Walk this way" he said, gliding smoothly along the pathway. Jim looked at my feet, and I looked at his flippers. "Some hope," we both muttered, together.

We were led into the Priory via the graveyard suite, and Jim paused to admire a huge oil painting which was hanging above the gothic fireplace. "Ugly looking fellow," said Jim loudly. Sir Elliot smiled mirthlessly, "my mother" he said. Jim hid his deerstalker behind his back. "Only testing," he muttered. We all proceeded rapidly to an upper floor, and paused beside a large wooden door, which was marked 'Lair'. Sir Elliot pressed a small bell, and as the chimes of 'Phantom of the Opera' died away, the door creaked open!

The maid was dressed in a long black gown, and she looked to be about as friendly as a Shark with toothache. Sir Elliot excused himself. "I shall see you for dinner," he said, flashing a long toothed smile at Jim. The maid led us into the room, "Dinner is at 3 a.m." she snapped, "be there." Then drawing her lips back in a travesty of a smile, she added, "Please." Jim nodded, and nearly lost his hot water bottle, and I thought to myself, "she could use a good dentist." As soon as she was gone Jim rummaged around in the handcart, then handed me a long string of garlic sausages. "Hang these around your neck," he whispered, "in case we meet any Vampyres!"

We spent the next quarter hour examining everything in the room, as any other team of master adventurers would have done, and Jim finally threw his trusty deerstalker onto a nearby hook. To my utter astonishment, an oak panel slid open on the opposite wall, revealing a small dark passage. Jim grinned smugly, and said "It pays to read the TONY BRIDGE column."

We entered the secret passage, and it turned out to be one of the East to West type, which are often fascinatingly described by lazy adventure game authors. It led into a small neglected chamber, which contained only a broken chair, and a heavy metal chest. I turned to go, "We appear to be wasting our time," I said. Jim lowered his magnifying glass. "On the contrary, my dear Watsaname," he said, "it has long been an axiom of mine that the little things are infinitely the most important." He puffed on his favourite pipe, and I prayed that he wouldn't start scraping his infernal violin again!

The chest contained a curious looking bundle which Jim carried carefully back to our room. I opened it, and a pile of unusual clothing spilled out onto the floor. Amongst the clothing, Jim discovered a faded old manuscript, which he promptly opened. It seemed to contain a clue to the whereabouts of a mysterious key, and there was also an astronomers chart, which was marked with a specific date and time. It was three days hence, on Friday the 13th, and the time was 6 a.m. The date meant nothing to either of us, and the message was a total puzzle, it read: 'TO REACH THE POWER, LEAVE NO STONE UNTURNED. THE KEY LIES BENEATH AN OPEN SKY, WITHIN THREE FEET. THE DOORWAY LIES BENEATH A TREE WHICH HAS NO ROOTS'. As we finished reading the message, Jim commented that it would need a very keen mind to unravel the mystery. "Perhaps we could ask Sherlock Homes," I said.

Jim was beginning to feel hungry, and he suggested that we put the clothing to good use by dressing for dinner. He selected a long knitted overcoat with three sleeves, to compliment his hot water bottle and flippers, and of course he wore his favourite deerstalker. I chose a plum coloured jacket with matching green trousers, topped off by a blue cravat. I thought my outfit was reasonably conservative, but Jim said that a gentleman never wore his braces on the outside of his jacket. I was just about to reply when a bell tolled in the distance, announcing that dinner was ready.

We ambled off along a corridor, and Jim spotted our friendly maid presumable heading towards the dining room. As we followed her, I noticed that she was carrying a book entitled 'How to serve guests'. It seemed to be a good omen, but we didn't know then that it was a cookbook!

Our entrance into the dining hall was greeted by considerable applause from Sir Elliot and his servants, who stood around the magnificent oak table, smiling incisively. Sleet was pattering against the window panes, and the wind could be heard howling bleakly across the distant moors, reminding us of the inclemency of the night. Our host was charming and cordial, but I observed that he had a tendency to wince, whenever Jim used his cocktail stick to spear another unsuspecting olive. Perhaps it reminded Sir Elliot of something unpleasant!

After dinner we retired to a small study, and Sir Elliot proceeded to business. "The fact is Holmes," he said, addressing Jim. "I need your assistance on a certain matter." Jim patted his deerstalker, and replied "I am at your disposal." They began to converse in hushed voices, and I fell asleep beside the fire. When I awoke I became aware of several things at once, firstly the night sky had reddened towards morning, and the first rays of sunlight were peeping over the distant moorland. Secondly, Sir Elliot and his servants seemed to have vanished, and a deathlike silence hung over the Priory. And thirdly, the room was filled with thick blue smoke!

My first impression was that a fire had broken out, then I had a vision of Jim curled up in the opposite armchair, puffing on his favourite pipe. "My dear Watsaname," he said through the haze, "I have something of importance to tell you." I listened with amazement and horror as he described the conversation of the previous night.

It seemed that Sir Elliot needed Jim to locate a secret room within the Priory. Sir Elliot was unaware that the conversation was being monitored by means of a tiny transmitter lodged in Jim's deerstalker. The C.O.N.T.A.C.T. headquarters in Wigan, were listening to every word, and when Jim agreed to help Sir Elliot, he had already been fully briefed by P.W. the legendary head of the organisation.

The truth of the matter was that Jim and I had penetrated an evil society of Vampyres, who were using the ancient Priory to practise their black arts. The leader of the group was posing as Sir Elliot Staircase, and the secret room which they desperately wanted to find, would give them powers beyond our imagination. P.W. had warned Jim that we must destroy it at all costs, and we must find a way to capture Sir Elliot, before he became a major threat to society. This was our mission, and we must not fail!

We both agreed that we must pretend to help the Vampyres, whilst we worked out a plan. "We need to make it look good," said Jim. "Give them something to get their teeth into!" The Priory was empty, or is seemed to be, we had a good idea where the Vampyres might be, but neither of us was keen to find out. Instead we located the kitchen, and I put the kettle on whilst Jim thought out a plan. He studied the astronomers chart, and suddenly he started chuckling. "It's really quite elementary, he said. He proceeded to explain, and I could scarce refrain from laughing. "It would take two complete idiots to mess it up," I said. It was foolproof!

THE STORY CONTINUES IN A LATER EPISODE, WHEN JIM AND I BEGIN OUR SEARCH FOR THE SECRET ROOM, AND OUR DEVIOUS PLAN TO CAPTURE THE VAMPYRE LEADER IS SET IN MOTION. STAY TUNED TO THIS CHANNEL!

Malcolm Serbert.

SOFTWARE REVIEWS

TWICE SHY a review and a short introduction to the game.
Produced by Mosaic - Authors Ram Jam - Price £9.95

Based on a story by Dick Francis, Twice Shy is a rattling good adventure and a knowledge of the book is a definite plus. The screen layout is excellent. It is divided into three sections. The upper left, the smallest, shows a graphic of your current location. The upper right, is a description of your current location, while the bottom half takes care of objects, inputs, etc.

You play the part of Jonathan Derry, a physics teacher who is married to Sarah. You have some friends Peter and Donna Keithly who live in Norwich. You receive a phone call, Donna is in trouble, so you go to Norwich, only to find that Peter is also in big trouble. You can address other people by using the now well known SAY TO NAME".....". You can also ASK NAME " about something. GET ALL and DROP ALL are catered for as are multiple command entries provided they are separated by a comma, AND or THEN.

Finding your way to different locations on the motorways can be quite tricky and if you run out of petrol it will cost you £15 for a tow back to the garage and if you should break down then your bank account drops by £50. Each time you fill up the car another £15 goes down the drain. So you have to keep a careful watch on the petrol guage, you can only refill your tank when the guage goes into the red. Although you have to travel all over the Home Counties in order to complete the adventure you will be pleased to learn that there is only one garage where you can get any service and that is quite near to your house.

Now to get you started. The adventure kicks off in your living room and the phone is ringing. You ANSWER PHONE but your wife grabs it from you and motions for you to be quiet, they'll do it every time fellas. Don't hang around because she will be on the phone for quite some time. Wander around the house and pick up a rifle, some bullets, a bottle of white pills, some cash, a bunch of keys and a cheque made out to cash.

By the time you have accumulated that little lot go back to the living room and your wife will tell you that Donna has stolen someone's baby. She is going straight to Norwich and you are to follow.

SOUTH to front door - UNLOCK DOOR, SOUTH, ENTER CAR, START CAR, E, E, STOP CAR, SOUTH into bank, GIVE CHEQUE, you will receive £150. Back to your car, ENTER and START CAR, W, N, STOP CAR, SAY TO GARAGE HAND "FILL UP CAR", ENTER and START CAR, N, N, N, E, N, N, N, E, S, S, STOP CAR, RING BELL.

You are now in the living room of the Keithly's house in Norwich and with you are Sarah, Donna and Peter. EXAMINE PETER and you are told that he is a man in need of more than just moral support. ASK PETR "DO YOU FANCY A DRINK". Boy have you found the right answer, meet me at the Hustlers Arms he tells you. It's not far away but you have to take your car. Once you are in the pub BUY DRINK, GIVE PINT TO PETER, do this again and the tapes are yours.

Have you got the loaded rifle with you? If Angelo and his buddy appear, which they do from time to time if you are carrying the tapes, just POINT RIFLE will see them off.

One further tip don't bother going racing until you have had the tapes examined for you on a computer, which can be found in a school. Once this has been done you will receive a print out, carry this to the races and you win five times out of six, neat eh?

If you need any more help drop me a line or a ring.

JACK LOCKERBY, 44 Hyde Place, Aylesham, Canterbury, Kent. CT3 3AL
Tel: Nonnington 840319

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THE CRYSTAL OF CHANTIE - Gary Power/Pelagon Software - Price £2.99

The magic Crystal of Chantie has been stolen away by (the aptly named) Vulgar, and his servant Puck. As a result, the golden land of Senavie has become an icy wilderness, and its inhabitants have been banished to a nameless limbo! Only the return of the Crystal can save the people and restore the land to its former glory!

OK! OK! So the plot isn't exactly the most original you've ever heard! In fact, it's been done lots of times before! However, don't let that put you off, as this GAC'd adventure has a lot going for it.

The graphics are very good and illustrate the adventure effectively. I particularly like the opening screen where you look across the land towards the mountains in the distance. It has a depth and a feeling to it that is sadly lacking in too many other adventure illustrations. It made me believe that I was actually in Senavie right from the start!

The graphics are also used to a more practical purpose when you come to map the two mazes in the adventure. The first - a maze of cobbled streets - cannot be mapped in any traditional way. Each location description is exactly the same, the exits from each location are exactly the same, and if you drop any objects they are immediately whisked away by the devilish Puck! However, the graphic for each location - although appearing to be the same at first glance - does differ in certain, minor details and the sharp-eyed will be able to map the maze by careful study of the pictures! A real challenge for those who like the same kind of thing!

The second maze - a Forest - can be mapped in the same manner if you so wish, or by the more traditional method of dropping objects if you just want to get through it as quickly as possible!!

The puzzles and problems are also very well thought out. You'll have to get your thinking-cap on right from the start, as you'll find yourself freezing to death after just 10 moves - unless you've found some way of keeping warm within that time! The solution to this problem is a lot simpler than you might think ... but you will doubtlessly freeze a couple of times before you finally work it out! After that, you will soon find your way south to be blocked by a crevasse too wide to jump ... but there is much to keep you busy north of the crevasse while you think about how to get across!! I particularly like the 'magical storm' which seemed to be another maze, but was not!! A lovely touch I thought.

You would be well advised to do everything, and solve everything, you can north of the crevasse before venturing into the land to the south. You will find that the EXAMINE command will help you (although it is not as powerful as I would have liked - the response to "Examine X" being "It is just X" a little too often for my taste), as will paying close attention to the location descriptions and messages. It's amazing how many helpful hints are craftily hidden within the most innocent-seeming piece of text! Be alert! Another nice touch is the way the author has used paper and ink colours to communicate the mood of the particular part of the adventure you are in. For instance, at the start, there is black text on a really warm-orange coloured paper to reflect a land bathed in golden sunshine. This rapidly changes to white text on light blue paper as you enter a dark cave complex. This continues throughout the adventure, and I thought it very effective.

There seems to be a bug in the scoring system which prevents any score being registered until the adventure is finished or the adventurer is killed, whichever comes first! This doesn't really interfere with the adventure as, apart from the Crystal itself, there are only four other treasures to find. Nevertheless, it's a bug which shouldn't really be present! Late on in the adventure you will come across a Butler who will block your progress. If you try to attack him, he will whip out a GUN and shoot you! I found this a little incongruous in, what is essentially, a Middle Earth scenario. A blow with a short club, or a dagger in the heart, would have been better ... and more in-tune with the logic of the game-world.

I have yet to see a redesigned character set in a GAC'd game ... and this one is not exception! It's a pity as I think it would have been of great benefit to this particular adventure. Is it possible to have redesigned character sets with the GAC? Someone please tell me!

Having played so many Quilled games, and relatively few GAC'd ones, it's easy to forget that, unlike the Quill, GAC often requires more than a simple verb/noun input before it will do as you require. I've been caught out that way so many times now, you would think I'd have learned that lesson ... but it still trips me up! so, remember, if "Kill ..." doesn't work, try "Kill ... with ...". Or if "Insert ..." doesn't work, try "Insert ... in ...". Don't be afraid to experiment with longish inputs - you'll probably be surprised at what will work! The only input I would have a moan about is the one required to open a trapdoor which you should find, once again, towards the end of the adventure. The response to "Open Trapdoor" is "You are not strong enough". This immediately sends the player in search of some means of assistance in opening the thing (e.g. a lever or magic strength-giving powder or something). However, the response to "Lift Trapdoor" is "Okay" and the trapdoor is open! It seems to me that, not only is it unreasonable to have "Lift Trapdoor" work where "Open Trapdoor" does not but that, the response to "Open Trapdoor" misleads the player very unfairly. A big black mark for that one!

Finally, my overall impression of CRYSTAL OF CHANTIE was very favourable indeed. I liked the pictures and the atmosphere, its problems stretched my imagination and I got stuck more times than I would care to admit (many thanks for getting me unstuck, Gary)! It is a good example of what it is possible to do with the GAC - and if you decide to buy it, I don't think you'll be disappointed.

Reviewer - JIM O'KEEFFE - Spectrum

THE CUP - Jack Lockerby - Price £1.75

THE CUP is something of a tall story. Paddy Murphy and yourself have just returned from an annual dinner at the local Liars Club, where the Irishman won The Cup for telling the best story of the year. You arrive home tired and weary, and soon you drift off to sleep. Your slumber is suddenly broken by a piercing scream! Paddy lies at the foot of the bed covered in claw marks, he rants and raves about a Lion having stolen his prize.

You leave the house, which for some reason you can no longer enter, and set about trying to recover The Cup, very strange! Amazingly your garden has become a jungle, populated by fierce animals, natives, and other odd characters, like The Grim Reaper and a Snowman. Objects are hidden beneath the ground, and up trees! Lakes have giant plugs, and Wolves eat sponges.

This is a text only adventure which I found difficult to solve and very awkward to map. I became stuck on several occasions, but after much hair pulling, I completed the game, and I enjoyed solving the problems, many of them original and interesting. The unusual plot line put me off at first, but I was gradually converted to the strange atmosphere and humour of the game, and I particularly enjoyed my spot of elephant tracking!

There is a much needed help routine in the form of numbered cryptic clues, contained on a scroll, although finding the scroll is a problem in itself. If you've played Jack Lockerby's "Hammer of Grimmold" then you will have seen this type of help routine in use before. Ramsave and Ramload are incorporated, as they should be in any Quilled adventure game. I found no major bugs, and only a few spelling mistakes.

At one point in the adventure I was wearing a Lion's head, Lion's skin, Mask, Red slippers, Black belt, and a gauntlet! Hardly a vision of sartorial elegance, more like a complete loony!

I preferred Jack's "Lifeboat" and "The Jade Necklace", but "The Cup" is a good competent fable. It's also good value for money, as I don't think you will solve it too quickly.

Reviewer - PAUL SERBERT - Spectrum

ADVENTURES FOR SPECTRUM AND CBM 64 QUICKLOAD

HAMMER OF GRIMMOLD	- tape
REALM OF DARKNESS	- tape
MUTANT	- tape
WITCH HUNT	- tape
THE JADE NECKLACE	- tape
LIFEBOAT	- tape
MATCHMAKER	- tape
THE CUP	- tape

All the above adventures are £1.75 each or £3.20 for two from:

JACK LOCKERBY, (Dept. AP), 44 Hyde Place, Ayelsbury,
Canterbury. CT3 3AL

CUSTERDS QUEST - Alpha Omega - Author Craig Davies - £1.99

This is the story of Sir Coward de Custerd who has been given the task of freeing the land of an evil necromancer who has been polluting the land. The King was too busy to do the job himself but appears at the end of the game to congratulate our hero and give him a handsome reward.

In this great epic the author has managed to include the Snow Queen, the rabbit from Alice in Wonderland, Little Red Riding Hood's grandma and a couple of trolls, not to mention a dragon and an ugly princess.

The game is full of humour with almost every location bringing a smile or even outbursts of laughter. For instance, when examining a panel in the castle, we are told to kick it, only to find that several toes have been broken. Only then is it suggested that tapping might be better.

This is a spoof adventure and as such is not meant to be logical. There is strip lighting in the cave and a man running around with a CO2 canister, presumably to add atmosphere.

The graphics are quite good but do not show any of the characters mentioned. I would have liked to see the dragon and the ugly princess but this was not to be. Instead we are treated to a picture of Sir Coward de Custerd in all his glory whilst the game is loading.

Custerd's Quest is not difficult to solve and any major obstacle overcome is greeted with great flashes of light and sound. Even when the inevitable happens we are told that the funeral will be at 2 p.m.

I really enjoyed playing this game and at £1.99 it is well worth the money.

Reviewer - Jack Higham - Spectrum

.....

BOOK OF THE DEAD - The Essential Myth - Spectrum - £3.95

You are "KTETH" - a falcon-headed GODLING and after eons of peace you divine father "SET" murders the chief god "OSIRIS" hoping to take his place. As a punishment you are banished to live out a mortal life in the world of men.

There is an ancient manuscript "THE BOOK OF THE DEAD" which details the method by which a mortal soul can travel after death to that "OTHER WORLD". This is the route of your redemption, can you find it?

This a well-presented two part adventure using all the features of GAC. It is pretty unique in that you actually want to die. The graphics are colourful and quickly drawn and some contain clues, especially in part 1, but they can be turned off and on.

The text is suitably ancient, although sometimes a little difficult to read. Many of the puzzles are quite ingenious, as are the solutions.

There is a scene in part one when you enter the town where you have to avoid a gang of thugs, as if they catch you they rob you of strength thereby stopping you from picking up all the objects you need from the rubbish tip. There is also a time limit in part one which adds to the tension.

The parser accepts multiple inputs with commas and by using "and" or "then". You can also use "it" or "them" to refer to the last object used. The vocabulary is good and accepts a wide range of alternative words.

There is a powerful "help" and "examine" routine in part one which gives you a nudge in the right direction when you most need it. There is the usual maze in part two but it is logically mapped. Some parts are pretty gruesome i.e. when you have to eat some "brains" but this just reflects the era the game is set in and adds to the atmosphere.

There is a useful keyboard "click" when you press a key which makes for sure footed typing.

I would not rate it as an adventure for beginners but it will give a stiff challenge to more experienced adventurers.

"BOOK OF THE DEAD" is better than the two official INCENTIVE games so must be good value at £3.95. The only thing I missed was ram save/load which is not a feature of GAC anyway.

All in all a good adventure and I look forward to more from the same stable.

PRESENTATION 15/20 PLOT 18/20 ATMOSPHERE 17/20 INTERACTION 12/20
VALUE 14/20 OVERALL 15/20

Reviewer - MIKE WADE - Spectrum

.....

(I have been informed by the author LEE HODGSON that he will be operating a phone in helpline to anyone stuck in his adventure. Tel: 0684 292093)

BOOK OF THE DEAD - Spectrum - £3.95 - is available from:-

The Essential Myth, 54 Church Street, Tewkesbury, Glos. GL20 5RZ

Coming very soon! "THE GACPAC" - PRICE £5.95 a utility tape for Spectrum GAC users. Send SAE for full details to The Essential Myth.

!!!!!!! COMPETITION !!!!!!!

One copy of 'BOOK OF THE DEAD' to the "first out of the hat" with the correct answer to the following question.

Who did Kteth's father murder?

Answers on a postcard or stuck down envelope to ADVENTURE PROBE, 78 Merton Road, Highfield, Wigan. WN3 6AT - closing date for entries 5th May, 1987.

ESCAPE FROM KHOSHIMA - Atlantis Software - Amstrad - £1.99

Having played a few Atlantis adventures on Spectrum in the past, I was really pleased to find one for Amstrad in my local papershop. I didn't hesitate but bought the game there and then.

The inlay is beautifully illustrated and really sets the scene in which you take the part of a prisoner of war held captive by the Japanese for fourteen months in a POW camp deep in the Burmese jungle. You have a chance to escape through the surrounding jungle. The journey will be hazardous, but with courage and cunning it can be done. Dare you try?

Indeed I dare! What a plot! Shades of The Great Escape! Chucking everything else to one side I loaded up the game. Aha! This game is obviously GAC'd but I couldn't find an acknowledgement anywhere. Still, at least that meant I could turn off the graphics if I wanted to. I looked at the simply drawn pictures of the camp and had a wander about picking up objects left, right and centre.

The text descriptions are very brief being of the "You are standing on the compound" type, not very inspiring, and the graphics don't do much to add to the atmosphere being very repetitive at times and not very quick so I decided to have a play without them. I found another soldier with a red cross armband so being a friendly sort of person I thought I'd interact a bit. No chance! So I started offering him objects and finally gave him the right one and he gave me a key to the medicine cabinet.

After doing everything necessary in the compound I decided to explore further afield. North, South, East and West of the compound I found myself in the jungle. Yes, you guessed it! The whole place is surrounded by a maze!

After exploring each direction and getting killed for the slightest thing, I decided the only way I would finish this one would be by cheating. So I used the reviewer's hint sheet that Atlantis had supplied and finished off the game by consulting it frequently.

'ESCAPE FROM KHOSHIMA' contains all the things that put me off in an adventure. I hate mazes, and I detest being killed off at the slightest opportunity.

One good thing about GAC'd games is that you can save to disc, I don't think I would have finished the game if I'd had to continually load up from tape.

I thought the plot was excellent, some of the puzzles were very well thought out, and the game was competently programmed, but it just didn't come together for me. I found the playing of it very tedious.

The price is very reasonable though, and if you like mazes and you don't mind being killed just for trying to quench your thirst then you may enjoy it.

Sandra - Amstrad

THE CRAZY WORLD OF ARTHUR BENT (Misadventures of a Common Man)
by Christopher Hester

I'm just a common man, in that there is no shame ... is there? -
Arthur Bent/L42

.....
Part One.

Arthur Bent woke up. As he lay on the bed, the room was spinning around him. Realising he had a dreadful hangover, Arthur muttered to himself then struggles off the bed to fall onto the floor. The room had stopped spinning! He looked at the bed, then saw that in fact IT was spinning, NOT the room. He ignored it and reached for a nearby gown that hung over the back of a chair. Arthur picked up the gown, but it was stuck to the chair! He put on the gown regardless, being that sort of person, and the chair was now hanging from the back of the gown! If Arthur felt a little daft, he certainly looked it.

He opened the bedroom curtains ... what was that crash? Did someone just shout "Timber...!"? Arthur looked out of the window past the fallen tree to a large yellow bulldozer that was approaching his house. "Oh well," he said, "they do choose some odd places to do their demolishing..." He thought for a while, then the truth burst into his mind - "Demolishing!?" He raced out of the house, wearing the gown and the chair, to see the bulldozer moving ever closer. "Stop! Stop!" he cried, but he couldn't be heard over the oncoming noise of the huge machine. Arthur felt in the gown pockets for some jelly babies - they always got Doctor Who out of trouble, he thought as he took out a small sweet and swallowed it. Unfortunately, it wasn't a jelly baby but a tiny sweet-like pill that was for ... well, he'd forgotten, but it tasted foul.

The sweet had rather an odd effect on him, as he suddenly felt like ... well, not a human, more ... and animal, in fact a hippopotamus, to be precise! Most odd! Anyway, hippos love nothing more than a good roll in some mud, and Arthur could see there was plenty of it in front of the bulldozer, so he rolled down onto the floor with a satisfying squelch. The bulldozer drove to a sharp halt - any more and it would have flattened the protagonist of this story! Instead, Arthur's life was saved - and his house - or was it?

At that moment, Bored Perfect was making his hunky way up a lane to see Arthur as he had to warn him about something. He reached Arthur's house, glanced at the bulldozer, glanced at Arthur, and said, "Hey, Art, old buddy, what'ya doing down there?" Bored was definitely a cool guy, he'd not lost his marbles - no, they were right there in his satchel. Arthur heard Bored's voice and snapped back to reality. "I thought you said you didn't like mud..." said Bored casually. It was true - Arthur was guilty of HIPPOcrisy. He got up and stood there wondering why he'd been rolling about in the mud.

Bored went over to the driver of the bulldozer who had now climbed out of his machine. "Hey, guy, just leave Arthur's home alone, ok!" Bored told him. The driver looked shocked. "No way - I have council permission to demolish this house." Bored was not impressed. "Oh yeah? We'll see about that." he said and pushed the driver into the mud, which Arthur had made conveniently deeper by rolling in it. "What ... hey!" yelled the driver, falling flat on his back. "Get me out - I'm stuck!" "Come on Art, let's go and have a drink." said Bored coolly. Arthur thought that sounded like a good idea, so they both nipped along to the nearest pub.

"Tell me, Art," asked Bored, ordering some drinks with a cool flick of his eyes to the barmaid, "why are you wearing a chair?" Arthur looked puzzled. "Am I?" he replied, "I thought this gown was a little heavy." "Take a tip from me Art. Don't bother with chairs - what you need is a trowel." Bored opened up his satchel and handed a trowel to Arthur, who studied it carefully. "Look, Bored, it's got 'Don't Panic' written on it!" "That's right. A guy like you or me should never be without their trowel."

Arthur and Bored drank up their drinks, then there was a mighty crash, like a house being demolished or something. Arthur rushed out of the pub, and Bored followed quickly, but before Arthur could see his house was no more, there was an even bigger and louder crash as a giant spaceship broke into the atmosphere above them. "Just on time," thought Bored. "What the ..." thought Arthur.

A voice boomed down from the ship and echoed across the whole of the planet. "People of Earth, this is Douglas Adams's solicitor speaking. I'm afraid this story is considered too similar to a certain book by Douglas Adams, and a text-only game by Infocom, so I'm sorry but I'm going to have to destroy it. You have three minutes in which to evacuate your planet."

Bored was prepared for the ship's arrival, and had gone to warn Arthur in the first place. Now Bored looked in his satchel for a signalling device that would enable him and Arthur to transport onto the ship as stowaways, and be saved. But he'd forgotten to bring it! The ship was about to destroy him ... along with Earth and this story....!

"Two minutes and counting." announced the ship. Oh no! Disaster! What now? Arthur tried not to panic. "He-elp!" he cried, panicking. "Bored - do something quick!!" Bored stared in the satchel. Maybe he had something else of use in there? He took out two pills and gave one to Arthur. "It's no good, old buddy. Take these - we'll end things first, for us together." Arthur took the pill and they both swallowed them.

"One minute and counting ... prepare to die!" said the ship reassuringly. "All that remains is for me, on behalf of Douglas Adams, to say - so long, and thanks for all the royalties..." Seconds before the end of the Earth, Bored took one last look in his satchel. There were two pills, amongst other things, labelled 'Suicide'. Bored realised that he'd taken the wrong pills! That must mean they'd taken the other two pills he had which were labelled 'Antigravity'! Suddenly Arthur and Bored were weightless - they began to drift slowly upwards.....

"Er, Bored ..." began Arthur, "about those pills..." But as Arthur and Bored floated up, they were caught in a gust of wind, and blown up to the side of the ship. "Grab onto that handle, Art..." urged Bored. Arthur grabbed onto the handle which pulled open a door in the ship, and before you could say supercalifragilisticexbealidocious, Arthur and Bored were blown into the ship! A second later, Earth was completely destroyed (including Wigan) in a sudden blast of fire from the ships anti-planetary lasers.....

To be continued.

LETTERS

Does anyone have any information on a game called The Odyssey of Hope issued by Martech in 1984. I keep bringing this game out and going through it again and again, but I always end up with 96%. Of course it is possible to achieve 100% and more by continually repeating the giving of wine to the centaur, but I do not think that this is the answer. I even wrote to the author, Mrs. Sheila Hunt, but she had not kept a record of the scoring system, so was unable to help. so if you know of anyone who has scored 100%, I would very much like to know. It may be just a question of "precision corner", I found that alternative inputs worked, but only the right word scored.

ALF BALDWIN, 1 Bybrook Gardens, Tuffley, Gloucester. GL4 0HQ

I got that letter from Pakistan translated and sent off a reply. (see editorial in issue 11) I've had a good response to the phone-in helpline.

My local software shop 'Top Soft' really offer adventurers a great service. I've just bought 3 full price games 'Prehistoric Adventure', 'Bugsy', and 'Snow Queen' for £1.99 and also dozens of others for between 99p and £2.99, which is a great saving.

I wonder what other readers get from their local shops. Perhaps you could ask them?

MIKE WADE, 18 Woodford Walk, Thornaby on Tees, Cleveland County.

My compliments to The Helper on his support for the BBC micro. There doesn't seem to be much in the way of new releases for the Beeb - he's mentioned all the ones I know about - but I'll keep my eyes open and pass on any interesting information. Incidentally, the adventure he refers to as "Assassin" from Robico is in fact called "Rick Hanson". He must have got a very early copy because the title was changed soon after the initial release, apparently due to copyright problems!

Could you please include a plea for help in a future issue of Adventure Probe? If anyone has finished "Woodbury End" would they please get in touch with me?

NEIL SHIPMAN, 1 Heath Gardens, Coalpit Heath, Bristol. BS17 2 TQ

First of all, before I forget, in order to redeem myself in the eyes of those ever-so-nice people who bought Flook 2, I'd like to ask you to print the solution to "THAT STUPID MAZE!!!" as Sue Burke describes it.

The answer is as follows:

(From marsh north of start location) WEST, WEST, EAST, EAST (this is where the blue frog appears), NORTH, NORTH, EAST, WEST (don't worry about the orc - he can't get you if you keep moving).

DAVID OYA, 24 Kingsway, Banbury, Oxon. OX16 9NY

MORE LETTERS

I saw Linda's "Winter Wonderland" Objects and their Uses (issue 10). On the BBC it is slightly different. You don't have any snowshoes (these don't matter). You don't need a rope, mallet or the icicle. You only need the ladder which is in the igloo. The rest of the adventure is basically the same.

I am at present on an adventure called "Programmers Revenge". It's a very strange game in places, like picking an apple from a tree, examining it and finding nothing strange. I try to eat it, give it away, sell it - you can't. I spent ages with this so called apple. In my insane state I bowled it on the cricket pitch, hit the wickets and won the ashes. I also had this small brown cake. On examination it said "a small brown cake" but there again you couldn't eat it, sell it or give it away. Mentally disturbed by now I threw it at everything in sight, even at the Giant Triffid, he didn't want it either - but the pond did! It removed the scum allowing me to get the jewelled crown.

I have spent hours of boring wanderings. When you examine an object it should give some indication of its use, if its use is unusual. This game does have a few objects with normal use like pepper to make someone sneeze. To top the lot with the game, it's got 2 mazes, a Rose and Tulip one, quite a big one. And a vegetable garden maze.

Oh yes, in "Winter Wonderland" I finished it 100% but I had 152 credits left (seems rather a lot). I wonder why you had to go to the bank to get an extra 100 as I didn't need it?

BARBARA BASSINGTHWAIGHTE, 70 Coronation Avenue, Yeovil, Somerset.

IN-TOUCH

I have a limited quantity of Valkyrie 17 on Spectrum, for sale at the bargain price of £3 each, inclusive of post and packing. All originals. Offer limited to first 50 applicants.

Send cheque/PO to:

M. TYLER, 12 Longmore Road, Hersham, Walton-on-Thames, Surrey.2

WANTED! Multiface one, cheap and alive please!! Also the following adventures on Spectrum:- Colour of Magic, Dracula, Worm in Paradise, Hobbit, Lord of the Rings, Father of Darkness (Central Solutions) and any other good adventures. Write now to:

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr. Bristol. BS15 5TT

Amstrad adventures for sale.

Emerald Isle £2.50, Red Moon £2, Dun Darach £2.50, Forest at Worlds End £1.50, Fantasia Diamond £1.50, Seabase Delta £1.25, Subunk £1.25 - also Easi-Amsword £1.25. Cheques/PO to:

LINDA WRIGHT, 19 Briar Close, Nailsea, Bristol. BS19 1QG

IN-TOUCH CONT.

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Heroes of Karn £1.50, Warlord £1.50, Spy Trek £1.50, Inca Curse £1.50, Classic Adventure £1.50, Jewels of Babylon £1.50, Souls of Darkon £1.50, Forest at Worlds End £1.50, Message from Andromeda £1.50, Mindshadow £2, Mordon's Quest £2, The Hobbit £2, Kentilla £1, Seabase Delta £1, Fourmost Adventures (incl. Microman and Mural) £4, Lord of the Rings £5.

If anyone wants to ring me to ask about the games ring Gill on Alsager 5861 or send cheques/PO to:

Mrs. GILL COPPENHALL, 187 Crewe Road, Church Lawton, Staffs. ST7 2DG

The Pawn from Rainbird on a 3.5 inch disc for ATARI 520 ST - £15.00
Starglider from Rainbird on a 3.5 inch disc for ATARI 520 ST - £15.00

I can also offer a TELEPHONE HELP LINE from 9 a.m. to 9 p.m. for a complete solution to the Pawn on Exeter 38522.

PETER LORD, 6 Wellswood Gardens, High Meadows, Exeter, Devon. EX4 1RH

All Spectrum adventures:

Tir Na Nog £2.50, Lord of the Rings £5, Warlord £1, Talisman £2, Tower of Despair £2, Runestone £2.50, City of Death £2, Battle Car £2, Elite £4.

Has anyone got Ring of Darkness (Wintersoft) or Journey (Temptation) that I can buy, borrow or exchange for any of the above?

Cheques/PO's payable to:-

MR. T. J. BOTTOMLEY, 131 London Road, Stone, Dartford, Kent. DA2 6BJ

All Amstrad CPC464 originals:

Druid £4, The Way of the Tiger £3, Lord of the Rings (+ book) £8, Alien 8 £2, Knight Lore £2, Bounty Bob Strikes Back £2, Devils Crown £2 - swaps also considered. Contact:-

SIMON MARSHALL, 23 Springfield Way, Stockton Lane, York. YO3 0HN

I've got Seabase Delta, Spy Trek or Terrormolinos that I'd like to swap for Subsunk (Amstrad).

GEOFF WING, 20 Knox Green, Binfield, Bracknell, Berks. RG12 5NZ

I have The Pawn on Amstrad that I'd like to swap for any Infocom game.

ALEX AIRD, 139 Bromford Road, Hodge Hill, Birmingham. Tel: 021 327 5046

GETTING YOU STARTED

SPY TREK

You begin the adventure lying in a coffin in a moving hearse: Lift lid, Close curtains, Examine suit, Talk to driver, Examine inside pocket, Get wallet, Examine wallet, Get pill, Swallow pill... (You go to sleep and wake up in an old musty store-room)

Open briefcase, Get wig and wear it, Get beard and wear it, Pull grating hard, Enter hole, West, Read sign, Press button, East, East, Sit on conveyor belt..... (The belt takes you to the main airport terminal)

Examine tramp, Read sign, Give pound coin, (do this seven times altogether), Get key, Get umbrella, Examine umbrella, East, Buy crisps, Unyon (the barman thinks you are taking the mickey out of the way he speaks and closes the bar after giving you a packet of onion crisps), Get crisps, Open crisps, Get onion, Get passport, West, North, Show passport, North, Examine aeroplane, Enter plane, West, Open drawer, Get knife, East, East, Peel onion, West, Leave.....
(You are in Paris)

.....

THE MURAL

When you get stuck in the room with the penguin, keep examining the books and you'll find a new location, a small boxroom. If you STAND PLATE you end up down the bottom of the well, this is a short cut that works in both directions if you need to get back to the boxroom. Get the fur coat from the wardrobe and examine it to find scissors and mothballs.

Go to the house. In the living room is a newspaper, if you type COUPON OUT you get a coupon. Take the coupon to the postbox and post it, you will get a watch. Give the watch to the penguin and he will leave. Also in the house is a piece of paper, get it. Go down the well carrying the mothballs and the paper, DROP MOTHBALLS. You find that you've made some glue. GET GLUE, GLUE PAPER and you've mended the bucket. A gnome appears and takes the bucket to the Giant Cave. Go to the cave and type ASK GNOME, he drops the bucket.

The bucket is a boat, type IN BUCKET and you are taken to an island in the middle of the lake. Climb up and enter the hut where you find Crimpkin. He will now follow you wherever you go. When you've got Crimpkin tagging along, go to the postbox and enter it. Get the white envelope and WAIT. Crimpkin sticks a stamp on your nose and a postman collects and delivers you.....

.....

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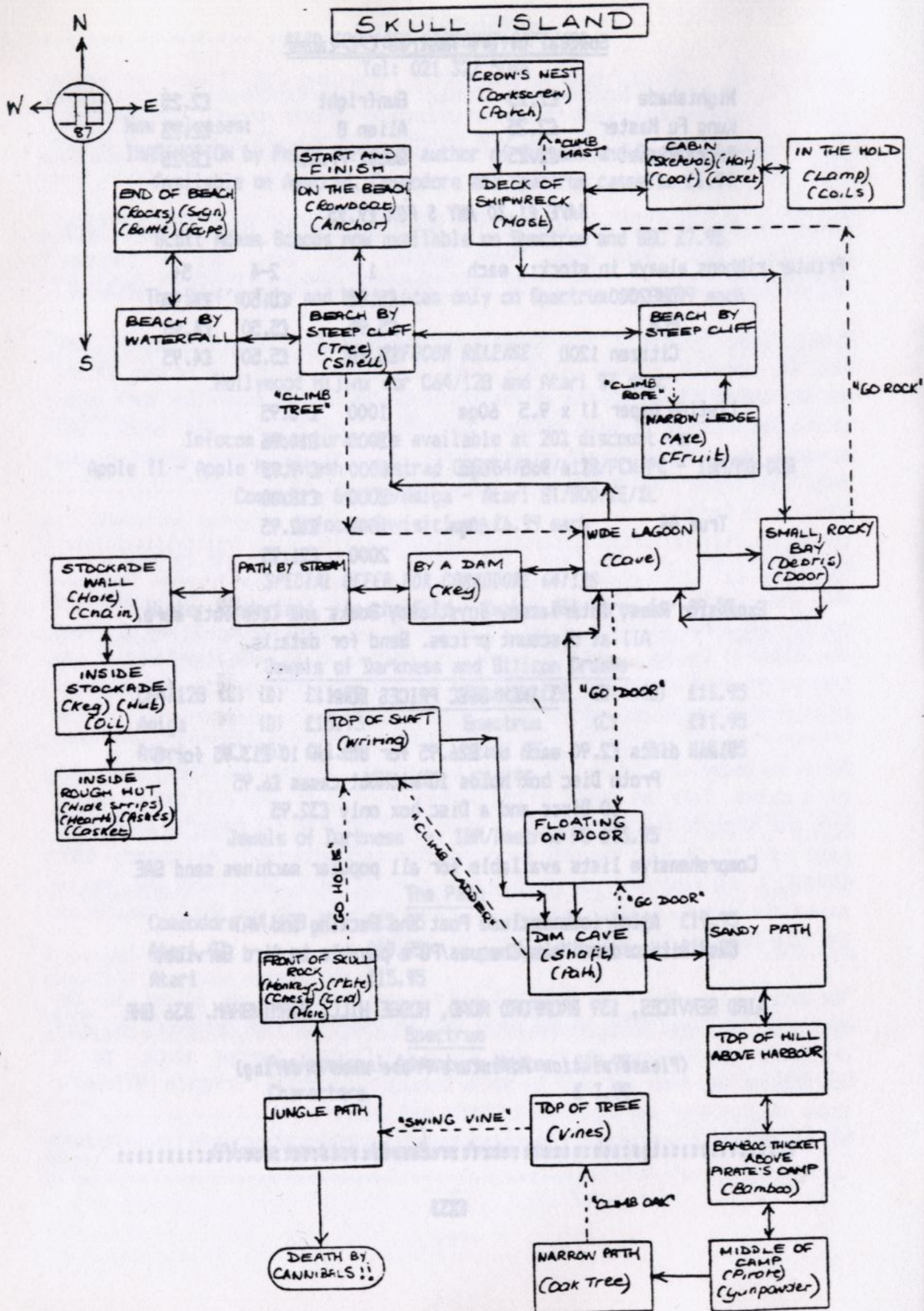
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MALCOLM SERBERT PRESENTS
THE ADVENTURE PLAYERS GUIDE TO BASIC.

THIS TUTORIAL IS AIMED AT TEACHING BOTH BEGINNERS
AND ADVANCED BASIC USERS HOW TO UNDERSTAND
THE TRUE MEANING OF THE BASIC KEYWORDS
WHICH ARE SHOWN BELOW
IN RANDOM ORDER.

DEF. A common disorder which all adventure game players suffer when anyone tries to interrupt their game playing.

DLM. The feeling that adventure game players get when they are confronted with the words: (You are dead. Want to play again?).

BEEP. A naughty word that adventure game players use in moments of frustration. Some games retaliate, so use with caution.

CONT. Short for continue. What you do after some idiot has just interrupted your game to tell you that the house is on fire.

VAL. The girl who lives next door who keeps borrowing your latest adventure game then claiming it belongs to her.

ELSE. Val's auntie, the one who always buys you both a brand new adventure game at Christmas and on your Birthday.

LEN. Val's little brother, the one with the spider in a matchbox who keeps knocking on the door asking if you want to buy it.

PEEK. The art of watching someone else solve a difficult adventure game, then claiming you completed it alone.

POKE. An action taken by a relative to get your attention away from an adventure game, usually taken after about three days.

VERIFY. What you ask your local software dealer to do when he has just quoted you the price of the latest adventure releases.

PI. Something you find in the fridge when you are stuck in an adventure game some time after midnight.

LINE. Something you spin to your friends when you are trying to convince them what a clever adventurer you have become.

LIST. The one you keep handing round to unsuspecting relatives before Christmas, it contains all the latest adventure releases.

STOP. The dreadful moment when you finally have to tear yourself away from your favourite adventure, usually to eat or sleep.

LOAD. The pile of adventure games that fell off the back of a lorry, if you buy one and try it in your tape deck, it won't.

OUT. Where your relatives tell your friends you are, when you are really locked in your bedroom playing an adventure game.

OVER. The eternity that exists between finishing one adventure game, and starting the next. Also known as reality.

RESTORE. The act of drinking a strong cup of tea when you are totally mystified by an adventure game problem.

FLASH. The inspiration that sometimes zips through your mind when the hot tea reaches the right place.

STEP. The adventurer's instinct of placing one thought in front of another until a game is finally solved.

TAB. A small tobacco stick which some players smoke when they are in danger of becoming insane from overthinking.

IF. What you could have done with your money instead of buying an adventure game, if you wanted to, if you were crazy, if.....

GOTO. The command that your brain sends to your feet which takes you from where you are now, to where your computer is.

INKEY. The colour that your fingers become if you insist upon reading adventure magazines twenty times a day.

BRIGHT. What you think you are when you solve an adventure game problem. It's usually a temporary delusion.

INPUT. The money you put in your bank account today, ready to draw out tomorrow when the next adventure game is on sale.

DRAW. The opposite of input, what you have to do regularly from your bank account, to support your habit, sorry I meant hobby.

CLEAR. The balance that is left in your bank account after you have just purchased the very latest adventure epic.

CLOSE. What your bank manager threatens to do to your account if you don't control your wild adventure spending sprees.

CIRCLE. A false direction that you keep following when you can't find the proper answer to an adventure puzzle. Round you go.

RUN. An action taken on your way home from the computer store when you have just bought your latest game.

PLOT. A scheme to get you away from your computer, sometimes for your own good, but it could be friends wanting to have a go.

SAVE. What you keep trying to do in the local Building Society, in case any new games come out next week.

RETURN. What you do every day to the computer store, hoping that the retailer will have some more goodies to ogle over.

PRINT. What you would like to do with money so that you could use it to buy endless adventure games, shops, computers, etc.

CALL. A noise that you can make when you are engrossed in an adventure game, and you require food or drink to be brought.

BIN. A receptacle where offending adventure games sometimes end up, they are usually rescued later when your sanity returns.

AUTO. The car that passes you on your way to the software shop, driven by a demented player who has run out of adventure games.

DATA. The mysterious bit of the adventure program that allows the computer to give clever replies. Sometimes!

THEN. A distant point in the past which existed before adventure playing became your hobby. Did it really exist?

POINT. What you do in the software store with cash in your hand, when you are too excited to speak, the owner knows you want to buy.

MERGE. The adventure players mysterious ability to vanish in a crowd of arcade game supporters.

TAN. What you get during summer when you take your portable computer down onto the beach to play an adventure game.

DELETE. What you do to all of your spare time when you take up adventure game playing as your main hobby.

GET. What you sometimes pay for. What you sometimes deserve. A word you can't escape from if you want to finish your game.

BORDER. The line between reality and imagination. Most players are South of the border when they are involved in adventures.

SIN. An alternative hobby to adventure gaming.

NOT. What many adventure players get tied up in.

IN. Where you play your adventure games during winter.

NEW. The game your friend bought and you didn't.

INK. What you are reading now.

PAPER. What it's written on.

READ. Another way to escape from reality.

PAUSE. Moment during game when your mind goes blank.

NEXT. The game after the one you are playing now.

FUNCTION. A gathering of adventure fans.

CHAIN. A metal rope that secures your adventure collection.

CODE. Something you don't understand.

COPY. The illegal game you just loaded in to your computer.

EDIT. What some software companies should do to their prices.

FRE. The adventure game you borrow from a friend.

INI. What you get if you ask for help from an adventure club.

USR. The player, you!

END. That's it folks.

!!!!!! NEWS !!!!!

LAND OF KRONOS The new interactive piece of fiction from Monosoft. The game takes on the format of split screen text and graphic adventure and features a multi command parser. Available on Spectrum, price £2 from:

FIRST CHOICE SOFTWARE, 1 The Lock Cottages, Riverside, Dartford, Kent. DA1 1BS

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SPECTACULAR is a fanzine for Spectrum owners that has an Adventure section. I've seen a copy and was very impressed with the content and presentation. The price is just 35p plus a stamp. Cheques/PO's made payable to:

J. DAVIES, Spectacular, 28 Claremont Road, Bishopston, Bristol. 7

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New Spectrum review magazine "EPROM" - the irregular alternative! Arcade, large adventure section, interview with Tony Bridge, reviews, hints, maps, articles and fantastic artwork and strips. Spring issue number one 80p only from:

TONY WORRALL, 328 The Maltings, Penwortham, Preston, Lancs. PR1 9FD

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THE FEDERATION GAZETTE is a new bi-monthly magazine that has been set up by Amsfed International. If you would like details of membership then send a large SAE to:

Federation Gazette, 41 Adams House, Millwall Close, Gorton, Manchester. M18 8LL

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HALL OF FAME

Thanks to the following readers for sending in contributions during March.

Alf Baldwin, John Barnsley, Gordon Corera, Chris Hester, Jack Higham, Jackie Holt, John Moore, Jim O'Keefe, Lorna Paterson, Walter Pooley, Ron Rainbird, Terry Roberts, Malcolm Serbert, Neil Shipman, Robert Shirley, Allan Shortland, Richard Teesdale, Henrik Thomsen, B. Tudor, Mike Wade, and The Helper.

.....
A DEFINITION OF ADVENTURING

Adventuring is a cross between pleasure and suicide.

SUE BURKE - April 1987

(Anyone else got a definition of adventuring? Sandra)

HINTS

WITNESS - Terry Roberts

When you enter the Linder house make your way to the LIVING ROOM via HALLWAY, KITCHEN and DINING ROOM. Follow Linder to his room and SIT on the WOODEN CHAIR.

It is important to stay sitting during this part of the adventure.

The murder will take place whatever you do during this part of the adventure. Useful information is obtained if you EXAMINE grandfather CLOCK after the murder.

To explore all the rooms you need the KEYS from PHONG, THE BUTLER.

Don't forget you can only ANALYZE objects (e.g. for fingerprints) when SGT. DUFFY is around, so use this option when he appears.

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IMAGINATION - Gordon Corera

Dig at the place where the spade is found. In Panic Miner carry the poker to stop losing lives, on the edge of the crumbly rocky ledge TIPTOE to get to another location.

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SUSPENDED - Richard Teesdale

To mend Iris: Instruct Waldo to OPEN PANEL on the front of Iris. To do this, Waldo must first WEAR EXTENSION ARM, which is found in the Middle Supply room. Instruct Poet to TOUCH the 3 computer chips which are exposed behind the maintenance panel on Iris. This will indicate which one should be replaced. Instruct Waldo to REMOVE faulty chip and INSERT the replacement. This can be found in the basket containing various chips which is in the Middle Supply room.

To read the sign in the Primary/Secondary channels: Mend Iris. Instruct Waldo to PLUG IN CAMERA in the hole in the Primary/Secondary chambers. The camera is found in the Biology Laboratory, then instruct Waldo to POINT CAMERA AT SIGN. This will activate the camera, which is Iris's remote eye. Iris will then give a description of the sign.

To allow robots access to the Sloping Corridor and beyond: Instruct Waldo (or any other available robot) to PUT WEDGE ON STEP. This will allow robots to glide up and down the corridor without getting stuck at the step. The wedge is found in the Sub Supply Room.

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TWICE SHY - Barry Tudor

To rescue the girls you will have to give Telecom a problem, but practice first. When nothing is happening go home and wait, why not watch TV.

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FISHING FOR RED HERRINGS

It has been suggested that we start a section that lists all the useless objects in adventures. I think it's a great idea so contributions for this new section would be very gratefully received.

AFTERSHOCK - Linda Friend

Pen, Radio, Desk, Tissues, Pickaxe, Diamond, Stick, Cap, Trumpet, Ticket, Sweets, Rusty Nail.

OBJECTS AND THEIR USES

AFTERSHOCK - Linda Friend

(Workbench) Torch	-	To see in the sewers
Isolator switch	-	Disconnect electricity in building
Fruit	-	Feed monkeys
Meat	-	Feed lions
Television	-	Carry it to pass the looters
(Bin) Bottle	-	Fill with oil
Oil	-	Lubricate sluicagate
Handle & sluicagate	-	Drain water from Tube Station

THESEUS Part Two

Robe	-	Wear it to pass the guard
Food	-	Give it to Hecale
Lead Bar	-	Throw it at the Chimera
Gorgon's Head	-	Hold it up to the Kraken
Clew	-	Tie string in the labyrinth, then on the way back FOLLOW STRING.

NYTHYHEL Part Two

Key	-	Insert it in the van
Silver Candle	-	Say the incantation to create light.
Pitchfork	-	Use it to search the barn
Magnifying glass	-	Helps you to read the pad
Wine glass	-	Smash it!
Brooch	-	Pawn it for more money.
Crowbar	-	Use it to force the cellar door

HELP PLEAS(E)

I have a problem with BBC WIZARDS CHALLENGE (Micro Power). How do I deal with the wounded soldier? I have bandages but he doesn't seem to want them or anything else I have. How do I get past him?

BARBARA BASSINGTHWAIGHTE, 70 Coronation Avenue, Yeovil, Somerset. BA21 3DZ

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD - Any hints appreciated.

MORON (Atlantis) - How do I get the key to leave the first level? I've searched everywhere. Has it got something to do with the cheese?

ZIGGURAT (Software Super Savers) - I'm in the weaving room, I've inserted 18 coins but the door still won't open. HELP!

JACKIE HOLT, 36 Eland Street, New Basford, Nottingham. NG7 7DT

I'm having trouble in LEATHER GODDESSES. I've shown the frog everything I've got, well almost, and can only get a "ribit" out of him. I've tried everything on the angle and have got nowhere. About all I've used to effect is the picture, the torch (twice), the chocolate and the stain. What is worse is that I get deaded every time I go down the canal and don't know how to avoid it.

GEOFF SNELL, 20 Knox Green, Binfield, Bracknell, Berks. RG12 5NZ

Does anyone know the password at the gravestone in Matt Lucas?

JACK HIGHAM, 1 Stromness Close, Fearnhead, Warrington. WA2 0TF

Can anyone help with "The House on Damned Hill" by Century City? We can enter the house, collect certain objects and have even said the magic words, but can't go up a certain staircase. We have had this game for two years now and have yet to see it mentioned anywhere. My young daughter bought it for my son as part of a four pack cassettes for Spectrum 48K.

CAROLE KRASKA, 12 Hereford Close, Linthorpe, Middlesbrough, Cleveland. TS5 6PL

SERIALISED SOLUTIONS

COLOSSAL ADVENTURE

43. SAY FLUGH, GO SOUTH, SOUTH to the Hall of the Mountain King, EAST, SOUTH to a Long Low Room with a notice saying 'You won't get it past the pit'. This refers to the last treasure which is the gold nugget. TAKE NUGGET. You cannot go up from the bottom of the pit with this and escape. Move towards the Plugh Room. You will find that FLUGH will not work now. This is the traditional end to the adventure but Level 9 have added a few extra puzzles.

44. If you have seen, not necessarily obtained, every treasure the end game should materialise. There should be a click indicating the Caves are about to close and that the end game is initialising.

45. Soon an Elf appears who is the warrior who gave you the map to Colossal Cavern. He congratulates you on your success and then says "Please free my people, for their plight is an abomination. Will you do this?"

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THE END GAME

46. Answer YES. The Elf says "Good Luck! Be careful, and make sure you rescue all the elves." The Elf waves his cloak over you and your surroundings shimmer and fade. All is dark, but then the darkness grows less and you realise you are at one end of a huge room.

47. LOOK: You are at the southwest end of a vast hall filled with a loud snoring. There are many objects lying around which you will have to use in the first part of the game. There is a set of keys, sandwiches, a black rod, a pillow, a small axe and dynamite.

48. TAKE PILLOW, TAKE DYNAMITE, TAKE LAMP, TAKE KEYS, TURN ON lamp, GO NORTHEAST. You are at the northeast end of the cave surrounded by snoring dwarves. DROP PILLOW, DROP DYNAMITE, GO SOUTHWEST.

49. BLAST explodes the dynamite killing the dwarves and a huge hole appears in the Western Wall. You are racing against time now and so must waste no moves. GO WEST, WEST, WEST to the base of the ladder, then GO UP, UP, UP, UP, UP into the Watery Maze.

50. The solution to the Watery Maze is very simple just GO EAST and DOWN to the E/W passage lined with large square stones.

51. GO WEST, WEST, SOUTH to a Dungeon Cell containing 100 chained elves. UNLOCK ELVES.

52. GO NORTH, WEST, WEST, WEST, WEST to the Spiral Staircase. GO DOWN, DOWN, DOWN to the Bottom of the Pit where there is a Jade Pentacle and the Elixir. TAKE ELIXIR and TURN OFF lamp. Now TAKE PENTACLE which provides the light. Keep lamp.

53. GO UP, UP, UP, EAST, EAST, EAST, EAST, EAST, NORTH to the Dungeon Cell containing a lot of skeletons. DROP ELIXIR which brings the elf skeletons to life. GO SOUTH, WEST, NORTH to another dungeon cell and UNLOCK ELVES. You have now freed all the elves and must escape before the water meets the lava.

54. GO SOUTH, WEST, WEST, WEST, WEST to the spiral staircase and CLOSE DOOR. You are now safe and can take your time but do not go down into the pit again. GO UP, UP, UP, UP, EAST to the edge of a huge cavern filled with a web. GO EAST into the web where there is a Giant Spider. You must get the Spider to look into the Pentacle. Sometimes DROP and TAKE PENTACLE works.

55. When the Spider is looking into the Pentacle GO WEST, WEST, UP, UP, UP to the top of the Pinnacle. THROW PENTACLE and the Spider follows it. TURN ON lamp. The view will be familiar as the pinnacle is the one you saw from the trees at the beginning of your travels.

56. Now GO DOWN, DOWN, DOWN, EAST, EAST back into the web. DROP KEYS, GO SOUTH, EAST, EAST, to the southeast corner of the web and TAKE CROWN. GO NORTH, NORTH, NORTH to the northeast corner of the web and TAKE SCEPTRE. GO WEST, WEST to the northwest corner of the web and TAKE ORB. Your quest complete you only have to leave the cavern.

57. GO EAST, SOUTH, UP, UP to the ledge above the cave, and then GO WEST to the Spider's Lair. From here GO WEST, WEST, WEST to the underground stream.

58. GO WEST to be swept along by the stream and UP to the edge of the massive underground reservoir. The locations will be familiar now.

59. GO SOUTH to the N/S Canyon with a huge mirror, SOUTH, SOUTH, EAST, EAST to the Hall of the Mountain King. GO EAST to East End of Hall of Mists, UP, EAST to the Bird Chamber. GO EAST, EAST to the XYZZY room, EAST, EAST to the tiny cave below the grate.

60. GO UP. The Elves are waiting for you in a golden host surrounding their king. They cheer wildly as you emerge into the sunlight. You should have scored 1100 out of 1100 and achieved 100% success.

N.B. If you have used the coins to replace the batteries in your lamp you will only have scored 1089.

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ADVENTURE QUEST

50. DROP LUNG-FISH, TAKE LUNG-FISH, UNLOCK DOOR, DROP KEYS, do not try to go through the door yet, DROP EYE.

51. DROP LUNG-FISH, TAKE LUNG-FISH, DOWN to the lake, EAST to above the trench, EAST to above the trench, SOUTH to the lake bed, SOUTH to the clam, SOUTH to the pool.

52. GO UP, DROP LUNG, TAKE LUNG, TAKE BAG, TAKE MEDALLION.

53. GO NORTH to the lake bed by a clam, WEST to the lake bed, WEST to the drowned graveyard outside a church, NORTH to above a dark trench, WEST to shallow water at the edge of the lake and UP, DROP LUNG, TAKE LUNG, DROP BAG.

54. TAKE LAMP, LIGHT LAMP, DROP LUNG, WAVE MEDALLION and the talisman glows, DROP MEDALLION.

55. GO NORTH through the door to a magnificent cave, NORTH to the centre of the cave by a stalagmite. An arrow will land by you, GO NORTH to the north of the magnificent cave and NORTH to a small dead end where there is an ancient statue of an elf with an eye missing.

56. GIVE EYE and you will be rewarded with a jewel-encrusted sword. GO SOUTH, SOUTH, SOUTH to the south side of the cave. Do not go back onto the beach with the sword or you will not be able to return carrying the sword. DROP SWORD and GO SOUTH to the beach.

57. TAKE BAG, LAMP OFF, DROP LAMP, DROP LUNG FISH, TAKE LUNG FISH.

58. GO NORTH to the lake bed by a clam, WEST to the lake bed, WEST to the drowned graveyard outside a church, NORTH to above a dark trench, WEST to shallow water at the edge of the lake and UP, DROP LUNG, TAKE LUNG, TAKE NET.

59. The trident can be used to create water in the desert and is used to fight the sharks in the lake if they become troublesome.

60. DROP LUNG FISH, TAKE LUNG FISH, DOWN to the water, GO NORTH to the clam, WEST to the lake bed, WEST to the graveyard, WEST to inside the drowned church where there is a luminous jellyfish, GET JELLYFISH.

61. GO EAST to the graveyard, NORTH to the trench, DOWN to the north end of the trench and the jellyfish will give you the light required. You will note that there is a current here.

62. GO EAST to the east end of the trench outside a small cave, IN to the octopus' lair where there is a white dot. The octopus bites you on the bag and goes off.

63. GO OUT, WEST to the west end of the trench, UP to shallow water and DROP NET and JELLYFISH, UP, GET MEDALLION, DOWN, GET NET, GET JELLYFISH.

64. GO EAST, DOWN to the bottom of the trench, UP to shallow water and DROP MEDALLION which is sucked down a hole.

65. GO UP to shallow water and DROP NET and JELLYFISH, DROP LUNG, GET LUNG, UP to beach, DROP LUNG, GET LAMP, LIGHT LAMP.
66. GO NORTH to the south end of the cave and GET SWORD, NORTH to the centre of the cave by the stalagmite and GO UP the web, UP to the middle of a huge web and UP again to the lair of the spider where the earthstone is.
67. TAKE EARTHSTONE and the spider will attack you but you kill the spider. However, an Orc steals the earthstone. GO DOWN, DOWN, DOWN to the centre of the cave, SOUTH to the south end of the cave, WEST to a steeply sloping east west passage, WEST to a junction, NORTH to a ledge where there is an Orc archer who runs off. This is the source of the arrows in the cave.
68. GO NORTH to the rope bridge, EAST to the entrance to the Orc's lair, SOUTH to a north south passage, SOUTH to the end of the passage, WEST to a store room where the earthstone is. TAKE EARTHSTONE.
69. GO EAST to the end of the passage, NORTH to the north south passage, NORTH to the entrance to the Orc's lair, WEST to the rope bridge and the Orcs will chase you.
70. CUT BRIDGE, GO SOUTH, SOUTH, EAST, EAST to the centre of the cave, DROP SWORD, GO SOUTH to the gravel beach.
71. LAMP OFF, DROP LAMP, TAKE LUNG, DOWN to the lake, GET NET, GET JELLYFISH.
72. GO EAST, DOWN to the bottom of the trench and DROP EARTHSTONE which is sucked down a hole.
73. GO UP to shallow water and DROP NET and JELLYFISH, DROP LUNG, GET LUNG, UP to the beach, DROP LUNG, GET LAMP, LIGHT LAMP, TAKE BOTTLE.
74. GO NORTH to the southern part of the cave and GET SWORD, NORTH, NORTH to the north end of the cave, WEST to an east west passage decorated with carvings, WEST to a sloping corridor with hot air, WEST to a corridor which is very warm and WEST to a round smooth cave where there is a dragon.
75. THROW BOTTLE and the dragon backs away, GO NORTH to the Dragon's lair where there are gold coins and a bird's egg, TAKE EGG, SOUTH to the round smooth cave, WEST to the cave overlooking a volcanic crater.

(to be continued)

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RETURN TO EDEN

42. GO SOUTH, SOUTH to the North End of the Bare Hall. GO WEST to the cables and PUSH the PILLARS to disable the robots. GO EAST, SOUTHWEST, SOUTHEAST to the Godfather. THROW the FLASK of Water to disable the bodyguard and the Godfather will return your Credit Card. TAKE CREDIT CARD. Your score is now 600.
43. GO NORTHEAST, NORTHWEST to the North End of the Bare Hall and EAST, EAST, DOWN to a tight recess. CUT the GRATING and DROP the CUTTERS. This enables you to save giving the busker the credit card. GO OUT and you are on the Railway Station and the next phase of the adventure begins in the City itself. Your score should now be 600.
44. It is important that each location in the City is searched and any information recorded. GO NORTH to the Dream Park, SEARCH to discover the message "Buy a wimpish prestige family habiviron. Visit 43".
45. GO EAST to the Fountains of Paradise and LISTEN to hear "Talking Bank. Visit 16".
46. GO NORTH to the Gate of Ivril and NORTH again to the hothouse. SEARCH reveals the message "Visit your friendly police force. Visit 131".

47. GO SOUTH, WEST, WEST, NORTH to the Vermillion Sands and REMOVE TRADCLADS, REMOVE CLOAK, DIG. You are on the Nudist beach and SEARCH reveals the message "Lost Property Department. Visit 84". GO SOUTH, EAST, NORTH to the Vermillion Sands. TAKE TRADCLADS, WEAR TRADCLADS.
48. GO SOUTH to the Yellow Brick Road, WEST, WEST to the end of the road where there is a statue. GO WEST to the Broken Lands, SEARCH to reveal "Use B & O tools for DIY needs. Visit 46". GO UP to the Black Mountains and SEARCH to reveal "Booty hospitals, we can rebuild you. Visit 73." GO NORTH, DOWN to the Shores of Death.
49. When the Riverboat arrives GO IN and you are transported to the Casino. BET six times. You always win the first six bets and the creds are needed later on. Do not bet more than six times or you will lose. Then GO OUT to return to the Shores of Death.
50. GO SOUTH, SOUTH to the Little House on the Prairie. GO IN and when the Chef asks if you want any nuclear weapons say YES. You are now in the little kitchen. PUT CREDIT CARD in the BEVOMAT and TAKE the KOALA. Your score is 650.
51. GO OUT, EAST to Yarwood. GO SOUTH, SOUTH to the Well of Souls. SEARCH reveals the message "Give generously to charity. Visit 23." TAKE WASHING POWDER, TEAR IT, DROP POWDER, TAKE TICKET. Your score is now 700.
52. GO NORTH, NORTH, NORTH to the end of the road by the statue and DROP KOALA who goes in the crack and gets the note. TAKE NOTE and READ NOTE to reveal the message "For a holiday you'll never forget. Visit 103". DROP NOTE. You now have the vital information from the City and can move onto the next stage of the game.
53. GO EAST, EAST to the Yellow Brick Road, SOUTH, SOUTH to the Station Ticket Office. You can now GO SOUTH to the Grubby Station Platform.
54. This is a rather tedious part of the adventure. You have used your ticket and so must get off at the right platform or you will not be able to continue and complete the adventure.
55. WAIT, maybe a number of turns for the train and GO SOUTH. Continue to WAIT until the train stops at a station. This will be the Dream Park where you got on so stay on the train and WAIT. Eventually the train shoots past a station and stops. The station just passed is where you want to alight. Continue to WAIT. The train passes the City Hall and then at the Spaceport and finally arrives back at the Dream Park.
56. PULL THE EMERGENCY CORD (You are fined 50 creds) and GO NORTH onto the platform, WAIT, GO DOWN onto the track and GO EAST, UP onto another grubby platform. GO NORTH and NORTH again to the Elevator. PRESS BUTTON, NORTH into the Elevator.
57. This is where all the messages discovered in the City become useful for they represent the combination of lift buttons to press to visit the respective amenities described. For two digit numbers press 0 first.
58. PRESS ONE, PRESS THREE, PRESS ONE and LOOK, GO SOUTH to the Cop Shop and TAKE the IDENTITY DOCUMENT. GO NORTH, PRESS BUTTON, GO NORTH into the elevator.
59. PRESS ZERO, PRESS FOUR, PRESS ONE, LOOK. GO SOUTH to a Messrs. Bodger, Bungler and Co. DIY products for amateur handymen and TAKE SCREWFINGER. GO NORTH, PRESS BUTTON, GO NORTH into the elevator.
60. PRESS ZERO, PRESS ONE, PRESS SIX, LOOK. GO SOUTH to the National Mid-Lloyd Bank where you obtain a loan. GO NORTH, PRESS BUTTON, GO NORTH into the elevator.
61. PRESS ZERO, PRESS FOUR, PRESS THREE, LOOK. GO SOUTH to Conman, Swindler and Crook estate agents who sell you a habidome. Your score is 750. GO NORTH, PRESS BUTTON, GO NORTH into the elevator.

(to be continued)

KENTILLA

Wear gold ring, S, S, E, (you are now in Tylon's laboratory and the gold ring reveals a passage to the East), E, Remove gold ring, Give gold ring to Elva, Take mirror, Give mirror to Elva, Open chest, (it's locked so you'll have to find the right key - what about the four POSTER bed?),

Examine bedpost, Take gold key (now gold is soft and that in itself will not unlock the chest or anything else - did you notice the sign on the barrel in the laboratory? You didn't? Well, let's go back there), W, (the barrel is marked Au/Fe - or gold to iron!),

Dip gold key in liquid (it turns to iron - good job you gave the GOLD ring to Elva, isn't it?), Give iron key to Elva, Say to Elva "Give talisman to me", Remove diamonds from talisman (using the sword),

Drop quarg (don't forget him though!), Take crucible, Put diamonds into crucible, Put crucible into furnace, Examine furnace, (you see the dial is turned to OFF), Turn dial to on, (the furnace heats up), Turn dial to off, Take crucible, Look in crucible (you have now created the graphite needed for the fire protection spell),

Give crucible to Elva, Say to Elva "Give gold ring to me", Wear gold ring (to proceed East), E, Say to Elva "Give iron key to me", Unlock chest with iron key, Give iron key to Elva, Open chest,

Look in chest, Take red scroll, read red scroll, (It is the CURE DISEASE spell - you will need the dried moss to cast it), Give red scroll to Elva, Take staff, Examine staff, Give staff to Elva,

Take emerald (you get a strange image but it's not clear enough), Say to Elva "Give sack to me", Put emerald in sack, Give sack to Elva, Give talisman to Elva, W, Take quarg (you might still need this), W, N, N, Open steel door, (you're told it is perfectly smooth and there's nothing to grip - must open some way!), W,

Examine statue, Move arms, (Ah! A sliding sound), E, (the door is open), E, (you are now in a metallic alcove. The dial here with numeric settings and the strange humming noise tells you that it is a kind of teleport device. The dial is already set at a random number, but can be re-set to any location number between 1 and 35), Turn dial to 23, Push button,

(This takes you to a location back in Carawood - see map), E, S, S, W, N, N, (you should now be amongst thick vegetation looking out towards the Black Tower),

Examine vegetation (you've found yourself a boat), Examine vegetation (and you've found the oars), Drop quarg, Take oars,

N, Dig sand, Take conch shell, Listen to shell, (it tells you that death beetles hate blue mushrooms - and we've got some!),

Drop shell, S, (Before you use the boat you'll need the chalice and the candle wax).....

to be continued

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THE HELPER

Sometimes the differences between an adventure and reality can become blurred. The difference being that in real life one cannot either switch off permanently nor start again. Now I would not want to switch off on a permanent basis but I sometimes think a re-run with the benefit of experience would be rather nice. There again that would cause different decisions to be made resulting in different situations which could give rise to fresh errors with the end result being little different or even worse than the original position. This is so often the case in a good multiple choice creative adventure.

Well, that seemed like a good line to start on but what I am actually saying is that buying my new house and moving in is becoming quite an adventure in its own right. There are moments of joy and moments of frustration but at last things are looking very rosy and it looks as if the final fences have now been cleared. No doubt when we are comfortably installed in our cottage a whole new range of problems will arise and part two of the adventure will then begin.

There that has taken all that space to say I am rushed off my feet (and everything else) and I have had little time for adventuring. Permission to play with my computer has been temporarily (hopefully) withheld. I am managing to sneak a little bit of adventure time here and there and one can always create the impression it is a letter to the lawyers that is being drafted on the word processor. With practise one can successfully achieve a little bit of innocent deception without actually telling fibs!!

Mail has been a bit slow in reaching me but I have received H. & D. Services new form of Adventure Handbook which has been renamed "WHAT NOW". This is a glossy typeset book with more pages, larger type and a 50% increase in price. H. & D. indicate that the 'books' are to be sold in the shops, so whether this is good news and will generate more interest in adventuring remains to be seen. If you like step by step solutions then this publication will suit you as there are 20 in issue 15 and 23 in issue 16 (some hints or maps only), I still think it is good value for the money.

I have not received a dossier from the Adventurer's Club Ltd. for some time so I am hoping there are no problems there. I trust the next issue will soon be with me. I received Time Traveller No. 4 and I have to report that whilst it is more legible and slightly fatter than issue No. 3 it is still a long way behind in the quality stakes, both in terms of contents and printing.

I have received Insight No. 13 and am pleased to report that the changes in publication date have not resulted in a loss of quality. At £1 Insight represents good value for the step by step solution addicts and it must be considered against the H. & D. Handbooks which are now £1.50.

I have still not received the promised Quest Chronicles and I am seriously wondering what the future of this publication is. I know that Jean is trying her best to resolve the problems but I get the distinct feeling she is losing heart. Perhaps if Tony sorts himself out and lets Jean have the scripts there may be the chance of saving the Quest Chronicles before subscribers give it up for lost.

I hear on the grapevine that Amtix is (or has) folded. This is a pity for I found it contained quite a bit of interest but to make up for that Masters of the Universe has now been released, although I have not yet received my copy, and Larsoft have produced a new adventure called The Puppet - again I have not seen this and so cannot comment. Hopefully, both will be up to standard. I am afraid I have been a bit starved of new adventures this last month (aaah, lots of sympathy please) and so I cannot make very many comments in this respect. I expect the editor will be pleased as this will leave a bit more space in Probe for someone else to write something of real interest!!!

My mail from lost travellers continues to roll in in ever increasing quantities but I do not seem to have received very much from Probe readers. Consequently, I am unable to respond to help queries this month. However, I have taken the opportunity to clear up one or two unanswered queries which I had no space to cover in detail in previous issues. No doubt the original enquirer has resolved the problems by now but if not I hope the following is useful.

Sgt. John Moore asked how to get started in Prehistoric Adventure. Before you can set sail for the island you must have the food, water, maps and sails for your boat. So try the following: WEST, GET SHOVEL, WEST, NORTHWEST, NORTH, NORTH, NORTHEAST, NORTHEAST, NORTHEAST, GET STICK, DOWSE, NORTH, DOWSE, EAST, DOWSE, NORTHEAST, DOWSE, DIG.....

Further tips: The sails are in the traders store (buy with cash from sale of stick); sell the tie from the cottage to the trader to get a credit card. Inside the cloth from the forest is a map; the cloth acts as a tie so you can buy a burger from the restaurant; once you have the bottle of water you should be ready to set sail. You should now be into the adventure.

A couple of outstanding queries on Castle Blackstar can be answered as follows:-

1. The forest is a maze of six locations of which the three major places are: the temple where you leave the treasure, a clearing to the witch's cottage and finally a grate over the castle which is the final exit.
2. The M room has two similar entrances. To travel from the western entrance to the eastern entrance. In order to avoid your lamp ending up at the wrong entrance GO NORTH, NORTH, NORTH, NORTH, SOUTHEAST, EAST, NORTH, NORTHEAST, SOUTH, SOUTH, SOUTH, SOUTH.
3. SAY ABRACADABRA at the top of the south tower to fly on the broomstick. The broomstick contains a clue. Try flying on the broomstick when you only have the orb with you and TOUCH STARS in the obvious location. A passage to Artemis Lair should appear.

The Sphinx still continues to cause a few problems and I have sent Sandra a full step by step solution which may eventually be serialised in Probe. In the meantime here are a few tips to overcome the most commonly encountered problems.

To get started:

1. SCORE:- A total of 630 points is scored for collecting all the treasures and a further 170 points for dropping them at the sphinx, kneeling and waving. Thus the total score is 800 points.

2. You commence the game on the top of a mountain. GO NORTH, TAKE BOTTLE, NORTH, ENTER the blacksmith's forge. TAKE LAMP, TAKE KEYS, OUT, SOUTH to the location where the bottle was.
3. GO EAST to the narrow path, EAST to the Valley of Doom and DOWN. LIGHT LAMP.
4. You are in the Hall of Spirits. GO SOUTH to the gardener's store and ignore the carrot. GO WEST to the T-junction and WEST to the Sorcerer's lair. TAKE WAND. It is essential to avoid the pirate or he will take an item away from you (usually the bottle) so follow the route below.
5. GO EAST to the T-junction, SOUTH to the Sword Chamber and TAKE SWORD, DOWN to the Banqueting Hall and TAKE FOOD. GO WEST to the lake and GET WATER, EAST to the Banqueting Hall and NORTH to the Fiery Passage.
6. THROW WATER, DROP BOTTLE, EAST to the edge of the chasm and NORTH to the Smelting Room and TAKE SILVER bars. SOUTH to the edge of the chasm and WAVE WAND to create a bridge over the chasm.
7. GO BRIDGE to the oriental room and TAKE RUG.....

To cross the desert:

Go to the pirate's hideout and take the sceptre and rubies. Now you embark on one of the more tedious parts of the game as you have to cross the desert to find the Sphinx. There are only 21 locations in the desert. Whilst they are easy to map they must be visited in an exact sequence. The route to the Sphinx is:-

NORTH, EAST, NORTH, SOUTH, EAST, WEST, EAST, SOUTH, NORTH, SOUTH, EAST, WEST, EAST, SOUTH, NORTH, SOUTH, EAST, WEST, EAST, SOUTH, NORTH. To help note the repetition of the sequence.

To deal with the coloured rooms:-

A) GO EAST to the furniture room, UP to the DIAXOS room, SOUTH to the room with scratchings and EAST to the Red Room.

B) The Red Room is the beginning of a complex of coloured rooms, of which two are red. There are, in fact, five coloured rooms linked with five cross passages, making a sequence of ten locations. It is not necessary to explore this maze as there are no more treasures here.

To deal with the maze of iron passages:-

A) From the Red Room immediately GO EAST to a maze of iron passages. Once again there are ten locations, several of which have identical descriptions. The best route is:- DOWN, EAST, DOWN, UP

B) You are now at the foot of the hill. TAKE BOAT and GO WEST to the castle gateway and

The little dwarf who keeps throwing the axe is a hangover from Colossal Cave and is extremely boring. It presents no puzzle, adds nothing to the adventure and provides no atmosphere and quite frankly is a pain so budding authors please note!!!! There is no way that I know of to avoid his random knife throwing activities. You must just continually throw the axe and retrieve the axe, etc., until the dwarf or dwarves are killed off. Always remember to retrieve the axe for the next attack.

Well folks, sorry for the short column this month. I may even have to give next months a miss?? Please keep your letters coming in. It makes writing the column a great deal simpler if I can respond to something. Must go now, the boss is due to return.

Byeeeeeeeeee!!!!!!!!!!!!!!!!!!!!

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SUE BURKE, 122 Glenwood Drive, Middleton, Manchester, M24 2TW.:
Tel: 061 653 0005 - Monday to Sunday - 10 a.m. to 10 p.m.

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