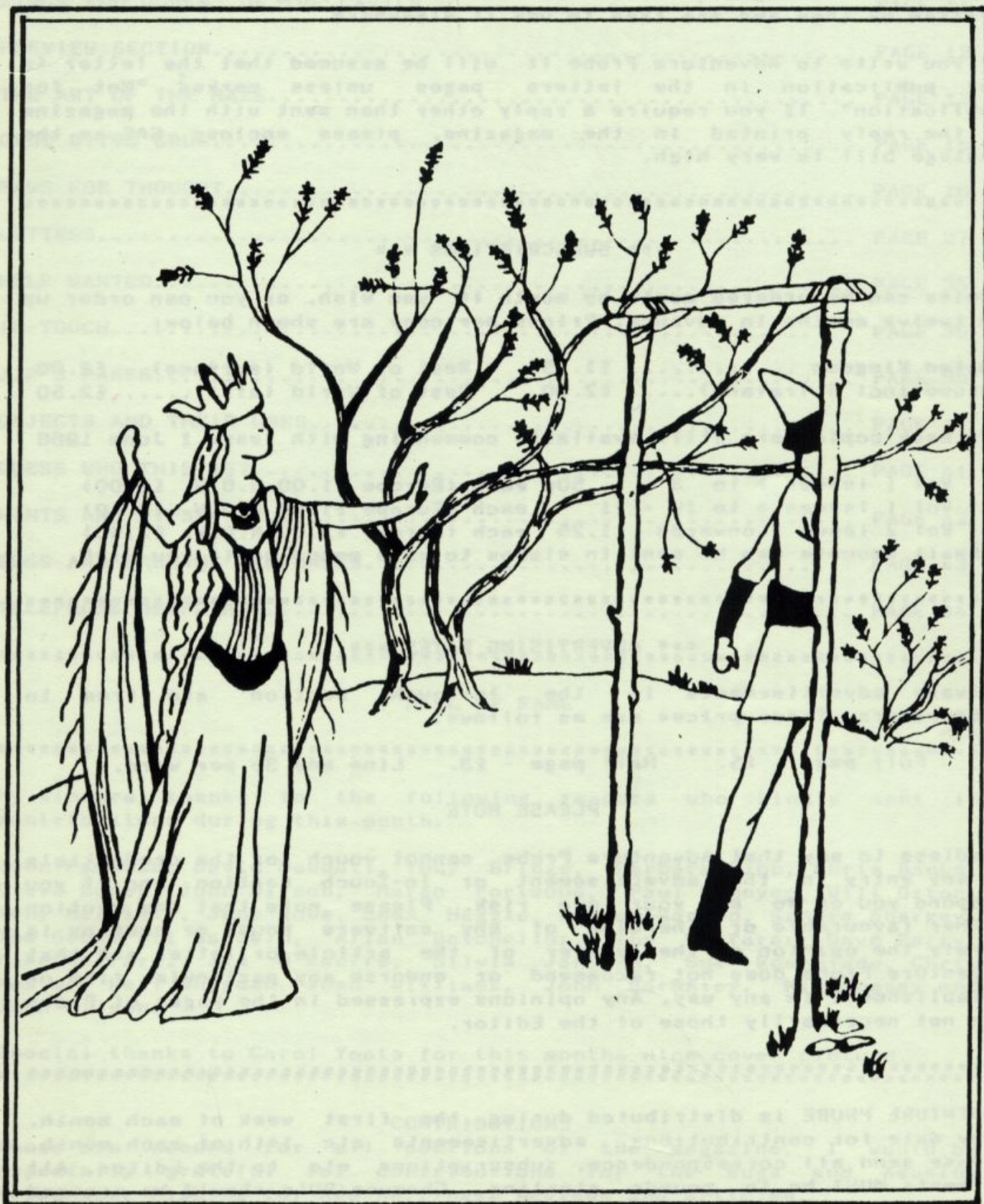


THE JOURNAL OF THE SOUTHERN SOCIETY FOR THE STUDY OF THE HISTORY OF THE SOUTHERN UNITED STATES



Vol III Issue 7 July 1989

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United Kingdom	£1.25	Rest of World (surface)...	£2.00
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ADVENTURE PROBE is distributed during the first week of each month. Copy date for contributions, advertisements etc 14th of each month. Please send all correspondence, subscriptions etc to the Editor. All payments MUST be in pounds sterling. Cheques/PO's should be crossed and made payable to Adventure Probe.

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HALL OF FAME

My sincere thanks to the following readers who kindly sent in contributions during this month.

John Packham, David Dowdall, Tony Bridge, Barbara Gibb, Chris Banks, Steve Lodey, John Wilson, Margo Porteous, Paul Brunyee, Will Orton, Tony Melville, June Rowe, Emma Heggie, Doreen Bardon, Sandra Sharkey, The Grue! Alf Baldwin, Allan Batchellor, The Wayfarer, Dave Perry, Mike Gerrard, Jim O'Keeffe, Silvia Janssen, Sue Roseblade, Chris Hester, Neil Shipman, Joan Williams, John Barnsley, Nic Rumsey and John Wilson.

Special thanks to Carol Yeats for this months nice cover picture.

CONTRIBUTIONS

These are needed for all sections of the magazine. I would be especially grateful for contributions for the Bugs and Amusing Responses, Fishing for Red Herrings, Reviews and Articles.

Editorial



Welcome to Volume III Issue 7 of Adventure Probe.

Lots of news this month! First the good news, John Wilson has informed me that Zenobi Software will be publishing Linda Wright's new Spectrum adventure, Agatha's Folly and that it will be due out shortly. Plans are also in the pipeline for Zenobi to publish an adventure by none other than Mike Gerrard! Now there's something to look forward to. Tom Frost's new adventure The Gordello Incident is now out but Tom tells me this has led to a slight problem. Because he has put his telephone number in the game when someone types help, lots of people seem to be ringing just to find out if it really is a telephone number and hanging up before speaking! Tom says "Please if anybody dials the number, for pity sake speak to him!" It is enough to drive anyone potty.

The bad news, according to very reliable sources, is that Infocom have folded. This very sad piece of information was on one of the bulletin boards last week. One comforting rumour is that some of the early, and best, Infocom authors have joined together to buy the rights to use the Infocom writing system. I hope this means that very soon now a new company will be formed to produce our favourite adventures. Since Activision took charge of Infocom we have had many problems getting our hands on Infocom adventures so perhaps a split and a new start can only be a move for the better. I hope so anyway. Any up to date information on the situation will be greatly appreciated so that I can keep everyone informed.

I know you will all wish me to send best wishes to THE GRUE who will be going into hospital on 29th June for an operation on his leg. He tells me it is nothing serious and not to worry and his only upset is that he fears the hospital won't allow him to take his precious Amiga in with him. The Wayfarer suggested that Grue try to disguise the Amiga as a teddy. Mrs Grue's only fear is that Grue might decide to take a ride on his motorbike when he comes home. After his last op on his leg he rode down the street with his leg in plaster from hip to toe and sticking out like a lance. Grue just remarked "Well they say wear something white to be seen and be safe. And anyway, I didn't need to use hand signals!" I just hope that he doesn't demolish his garage again by doing wheelies down the drive at 90 mph!

Due to receiving so many interesting letters for Probe this month space has been a little short so I hope you will excuse the lack of the serialised solutions this issue. They will continue as usual in the next issue. I am also sending you the list of solutions available on a separate sheet this time for the same reason.

I have just completed Leisure Suit Larry II and thoroughly enjoyed myself. I have giggled over amusing incidents in adventures before but this was the first time that I burst out laughing whilst playing an adventure. Our Sandra tells me that Populous is very addictive and she will be reviewing it in STING next issue so I am on the look out for that one next. If anyone has finished this on the Atari ST and would like to sell it to me then please get in touch. Well that's about all from me for this month, except to remind you that the closing date for the competition isn't until the 1st August so there is still time to send your entries in ... please.

Bye for now, see you all again next month,

Mandy

REVIEWS



JOURNEY - INFOCOM

Available for most 16 bit computers - shop around for the best price.

REVIEWER - THE GRUE! Played on Amiga.

After waiting nearly twelve months for a new Infocom game, suddenly it's Christmas time again with the release of five new titles. Journey, I decided, was the game I was most intrigued with. A role-play chronicle? Not a true role playing game yet not a text adventure but a mix of the two.



After the initial shock of seeing a full screen graphic on my monitor, I was thinking "Is this the Infocom I know so well?" Maybe, because once into the game proper I was quite pleased to see a fair amount of text. Another unusual thing, you use a mouse not the keyboard for your input, just point and click, did I say this was Infocom? In Journey you have the task of making decisions not only for your party as a group but for each individual as well. The top portion of the screen is split into two, on one side a nicely drawn picture of your location or any character you might meet on your travels, on the other lashings of text descriptions and response for your actions.

The bottom half of the screen is divided into three areas, the first for your party commands such as proceed, back or enter. The second lists the members of your party and the third contains the individual commands which the character can perform at any given moment. One of the first things you should learn in Journey is that if more than one character in the party can take the same action, do not presume the result will be the same. All these commands constantly change as you progress, some as a result of your actions.

The plot, Oh! As usual a shadow of evil has fallen over the land. Three years of crop failure and in the fourth year the water failed as well. Soon the pestilence had spread and many had moved away into the north country. It was decided to seek aid from outside the borders, from a powerful wizard, Astrix. A party of four departed, headed by Elder Blacksmith Garlmon and were never seen again. As winter drew ever closer, another party of four was formed with the same slim hope of finding the answers to this desperate situation. This new party is led by Bergon, a strong man and carpenter by trade. The Wizard praxix, wise yet unpredictable, Esher, the groups physician and finally Tag, an apprentice food merchant and your character for the story.

Soon we were ready to leave our home of Lavos, I (Tag, renamed Grue) entered the local store deciding a map would be a useful item to purchase. Off we set, not long after starting we came across a cairn and found the bodies of Garlimons doomed party. On we proceeded to a stream where Praxix greedy as he spotted some gold, a storm was coming, Praxix was determined to find this gold and as he did the banks burst, the water came flooding down upon us, and my map was washed away. It was not long after that that I realised my Journey had come to an abrupt end. Off I went again, soon my initial problems were overcome, I had become hooked!

We travelled for days and eventually we came to the Sunrise Mountain. It was here that we were to find Astrix. He proceeded to tell a story of the seven stones, created in a time lost to living memory. These stones contained the strength and essence of our World, four of them

entrusted to races of men who could use them best, Elves, Dwarves, Wizards and Nymphs. I realised that my journey was much greater than I had ever dreamed of.

You will soon find yourself exploring the Dwarvish Realm, Tanglewood and underground caverns. Meeting up with new characters who might join your party, if you accept them. Plenty of puzzles to solve, some by logic but mostly by use of magic essences or regeants. You will have to fight, Orcs are the beasts in this game not Grues (Boo-Hoo) and this is why true role-playing fanatics might not like this game. You do not have to build up your characters strength or stamina before you can do battle, your group starts off in perfect fighting fettle and you only have to fight once. This was a plus for me as it let me concentrate on the main problem of solving the game, in fact the game owes more to the text adventure than role-playing games but it has increased my awareness of role-playing.

The puzzles range from mostly easy to a couple of difficult ones and often an easy solution to a puzzle does not mean that you have found the correct solution. You will have to translate runes and learn the tongue of other races to complete your quest but, best of all, Journey contains huge amounts of text. For every location and encounter there are lashings of text, wonderfully descriptive, with atmosphere almost rivaling Infocoms normal text only games. Above all, whether you find this game easy or not, most will find it hugely addictive and will become totally imersed in the story.

After hours of pleasure I was soon at the misty isle Journey's End and my pleasure gave way to sadness. I had battled with the Orcs, saved Bergon's life, used my magic wisely and solved many puzzles. Unfortunately I'd not solved one correctly and had not finished the game with the best ending. Joy, joy, I'll just have to start all over again. With this game Infocom have proved it doesn't matter what type of game genre you talk about... they can handle it!

The packaging doesn't include as much documentation as usual, just your instruction manual, a quartz crystal in a velvet pouch and a beautifully illustrated map of the region.

I forgot to mention the fact that you can change your character's name from Tag if that name is not to your liking. I, of course, liked the name of Grue but I think you ought to know that there is a Probe reader who has called himself Blob-La. (I bet he feels an idiot now!!)

COMMENTS ON INFOCOM
DEDICATED TO MIKE GERRARD by THE GRUE!



I enjoyed the game thoroughly, then I turned the computer on.

Can you send me a new Space Fleet? Mine fell down the toilet and all the devil's drowned!

The sunglasses I got with Hitchhikers package are great for the Beach!! I never realised how much harder waterskiing could be!

I frotzed my wife and now I can't get any sleep!

*POLICE QUEST II: The Vengeance
(Sierra On-Line)*



Atari ST version reviewed by John R. Barnsley

I don't particularly like to compare a 'new' game with it's predecessor as I believe a game should be judged on it's own merits - yet this is necessary with a sequel, and what a sequel it is!

The first Police Quest followed the hunt and subsequent apprehension of one Jessie Bains. Now he's out! The Jailer is dead and you are once again cast in the role of Sonny Bonds, charged with the ultimate capture of the Death Angel. Time has naturally moved on since PQI and you are now a Detective, still based at Lytton, but assigned mainly to homicide cases.

To add further intrigue to the quest, and possibly increase your vigilance, your girlfriend has also been kidnapped by the Death Angel.....and she left you such a sweet message!

The game documentation boasts your involvement in underwater scuba missions, handling a skyjacking and the safe disposal of possible explosive situations. All the skills necessary to carry out these tasks have to be learned and practiced as you progress deeper into the game.

One important point that must be raised is the fact that these later Sierra On-Line games require a DOUBLE-SIDED drive, but you will find an offer of exchange for single-sided drive disks enclosed in the game packaging, provided you enclose a further ten dollars for this service! As it stands, the game comes on 3 disks.

The graphics in this sequel are verging on the superb, with far greater detail shown and much more use made of the objects situated in your on-screen vicinity. Try playing with the Sierra computers in any of the offices and check out your rear-view mirror when driving along to see what I mean!

As with all Sierra games the motto is: SAVE OFTEN - SAVE EARLY. Clues abound in the not-so-obvious areas, such as the numeric code for your personal locker (flip the business card that you should have found in the glove compartment of your initial location!).

Police Quest II is based on real life in a U.S. Police Department so, as you can well imagine, the scenario is vast and the situations are inexhaustible! A thorough reading of the Homicide Officer's Guide (enclosed with the game), is a must, if only to learn the correct wording for the various U.S. Police procedures - remember 'ADMINISTER FIELD SOBRIETY TEST' in the first one?!

Most inputs are understood and acted upon.....eventually! On the 512K it seems rather a long time for everything to happen, yet I can assure you that the wait is well worth it! As usual I tried a varied input and was subsequently corrected several times.....a glove LOCKER doesn't exist yet a glove COMPARTMENT does, and ear MUFFS can be requested and obtained yet only ear PROTECTORS can be used!! Minor points really, but it shows that even with a comprehensive vocabulary, the best games (players?!) are easily fooled!

Most doors open automatically for you, but not all. I was particularly pleased to find that I didn't have to try and manipulate my car around Lytton - just 'DRIVE TO (Wherever)' provided you have previously justified your journey! There are two main areas you MUST check out

before leaving the Police Station, these being your Storage Bin in the entrance hall, where you find your 'Field Kit' and your Locker, where you find the rest of your equipment. Examine all locations and TALK to everybody, you never know what you may learn!

I'm not going to spoil things for you and reveal too many of the treats in store, but this game is really a pleasure to play, almost like controlling a film!

You may be somewhat disappointed to learn that Jim Walls - the author of both Police Quests - has no immediate plans to write a third in the foreseeable future, but the good news is that Sierra have commissioned him to produce 'Operation Code Name: Ice Man' - a new undercover spy thriller about hi-tech weaponry and hi-tech crime. This should hit the United Kingdom about this time next year, all being well.

Getting started in the game.

- (a) Read the game manual!
- (b) Check out both your storage bin (By the counter) and your locker (first one you come to on the LEFT of the Locker Room).
- (c) The reverse of the business card will open your locker!
- (d) Open the filing cabinet and read the named files for further information.
- (e) Check out the Firing Range and don't forget to ask for extra protection.
- (f) Listen carefully to what your superior tells you and don't forget to get authorisation before you go elsewhere.
- (g) You want to drive around? Get in your car and DRIVE TO THE AIRPORT.....see what happens!!
- (h) You did know you had some money with you, didn't you?
- (i) SAVE OFTEN - SAVE EARLY!

The Menagerie - Stormbringer Software - £2.49.
Reviewer - Paul Brunyee - Played on a 48k Spectrum.



My tale begins near a sleepy village within the county of Devon at the time of several gruesome and apparently random attacks on nearby residents. I was shocked to discover that I was the person being sought by the police, and furthermore that I was the person suffering from periodic bloodmania.

With a training suit stained with patches of O Rhesus Negative (which I just knew wasn't mine), I stumbled into a corn field trying to piece together the recent events. The police were chasing me, sirens wailed and dogs were howling in the distance. What could have caused my desire for such carnage? Vampirism? You'd better believe it - and the only way to slake my thirst for this platelet cocktail was to find my way into the Menagerie in this independently produced, PAWed adventure.

It transpired that I had found my way into Starcross, a privately financed Menagerie, containing a futuristic collection of unusual and rare species, and as one of Terra's last remaining vampires, my inclusion in this collection was deemed justified. However, so much for forward planning, I was presently informed that the blood supplies of Starcross were incompatible with my own, and consequently my life expectancy had suffered a bit of a blow! A predecessor of mine, the Count (!), was faced with a similar problem and overcame this by finding the Bloodstone of Baal. And so the quest unfolded.

Describing the adventure as a spoof is probably the most accurate, although you needn't worry about characters singing their way around. Jokes are scattered throughout Starcross; from the sponser of the purple level, Nissan Royce, - does the author perceive a merger in the offing - to the way your stomach follows several moments behind your body when using the lift system.

Locations within Starcross exist on several different levels connected with a single lift. The levels are identified with coloured buttons, but not all levels are accessible. The pink level, for example, has suffered a spillage of the toxin Cobalt Wallbanger 245 and a cleanup operation is underway.

Several aliens present obstacles you must work around, but as communication is at first impossible, you must acquire the necessary aids to learn what each alien needs. Ikle, for example, is rather a lonely alien who needs a companion - and no points for guessing who must provide it! The puzzle solving hinges on you finding a guide which helps in ascertaining details about the aliens, but be warned that this is hidden rather well.

The graphics, by Mark Kennedy, show certain locations through an innovative perspective, a skeleton's sockets of all things, and are well drawn.

The adventure executes cleanly with that ever imposing time limit of a few days hanging over you in which you must sustain your life by finding the Bloodstone. The start of the adventure in particular provides an interesting scenario where you try to regain your senses whilst being chased into a maze by the police. You can imagine the author grinning away as you read that, "...if it's any comfort, it's only a small maze, chuckle chuckle!"

There are over 70 locations in the adventure and mapping is fairly straightforward. Descriptions contain mention of suitably futuristic materials, such as Neo-steel, while the inhabitants are mainly auto-bots of one design or another. The vocabulary provides enough commands to see you by, with memory save commands being only a keypress away, but don't expect any help though, even the auto-bots won't engage in conversation when you're trying to figure out what to do next. My only complaints are that a few of the puzzles require precise wording to solve them and that within certain locations you are denied access to exits listed in the description without being told that you must first deal with the alien present. Overall, not a bad first adventure from Stormbringer Software filled to the brim with the author's offbeat humour - how about it Gimbold?

Available from: Ian S. Brown, 1 Amanda Road, Glen Parva,
Leicester. LE2 9HW.



THE TUBE from Advent Software, P.O. Box 414, Norwich NR1 4NX.
Available for the Atari ST for £5.95.



Reviewed by NEIL SHIPMAN

After an unsuccessful time as a literature student in Paris you return to London and manage to secure a job in politics with the Conservation Party. But, just before the general election, your Party's manifesto is stolen by the extreme left wing Incoherent Party and locked in the safe at their H.Q. The three keys which will open this have, for some inexplicable reason, been hidden throughout the London Underground and your task is to find them, retrieve the manifesto and return it to your beloved leader, Mrs. Charlotte Fillock.

Getting out of the first location isn't too difficult, but your problems really start when you get to your flat, which is where you need to find some money to buy tickets for the Underground. If you aren't wearing the right things then the moneybox will remain hidden, but you don't know this (and you don't get any useful responses to point you in the right direction) so much of it is down to trial and error. Examining and searching everything mentioned in the text isn't enough; you also need to look at the graphics and; on occasion, make some improbable guesses as to what the programmer has in mind.

Once down on the Underground you find that you can travel easily around London just by using compass directions to get from one station to another. No getting on and off trains, waiting at ticket barriers or being squashed on the escalators in the rush hour. In fact not much at all. There are no trains and hardly any people and you begin to wonder whether something disastrous has happened. In reality it is the author's almost total lack of imagination that's the reason for this as is evidenced by the descriptions which usually begin "You are on a platform..." and are no more than two lines long. The graphics too are mediocre and depict either a deserted platform or a map of the Tube.

Back above ground things are no better. The descriptions continue to be very brief, consisting almost entirely of street names, and the pictures simply show roadway unless you're inside a building. Pointless "instant death" actions and even an "eternal loop" from which there's no escape make any progress tedious to say the least - if you've managed to stick it this far!

Little thought seems to have been given to the structure of the adventure and objects can be found in the most unlikely places. For example; there's a screwdriver in the fire (if you can even find that) and a pair of pliers is your prize for winning on a gamecard in the pub. You need both these tools to get one of the keys but, once again, there's no clue to this and no sensible reason why this should be so. The required inputs necessary to solve the puzzles in the adventure are very specific and any synonyms are conspicuous by their absence.

Spelling and punctuation are, quite frankly, atrocious. Examples include "From a speaker you here the words...", the response "You cant do that" and even "Baklerloo" instead of "Bakerloo". The text is all squeezed up and what humour there is is on a schoolboy level - no disrespect to younger readers intended. A typical example is the message you get when examining the bed in the cell, namely "It's old and rusty.(a bit like my brain on a good day)" which, for me, says it all.

THE TUBE is quite obviously the author's first attempt at writing an adventure using STAC and is an excellent demonstration of how this utility should not be used. It cannot have had any more than the briefest play-testing or proof-reading, text and graphics show a distinct lack of literary or artistic ability and the puerile humour just makes things worse. When reviewing a poor adventure I usually try to be encouraging but the best advice I can offer to the author in this instance is to quit now. And to those of you who are still thinking of buying it after reading this, don't say you haven't been warned!



KINGS AND QUEENS OF THE CASTLE

DAVID DOWDALL, 3 EDINBURGH MEWS, TILBURY, ESSEX, RM18 8EN

Black Knight, Witches Cauldron, Pilgrim, The Helm, See-Ka of Assiah Pt1, Red Moon, Adventureland, Secret Mission, Mountains of Ket, Temples of Vran, Final Mission, Quest for the Holy Grail, Zodiac, Subsunk, Seabase Delta, Inagination, Barney Brown, Voodoo Castle, Pirate Adventure, Quest of Merravid, Secret of Life, Ring of Power, Snowball, Atalan, Mordons Quest, ZZZZ, Very Big Cave Adventure, Gremlins, Terrormolinos and Case of the Mixed-Up Shymer.

DOREEN BARDON, LENDEL COTTAGE, HIGH ST, SLINGSBY, YORK, YO6 7AE

(UPDATED LIST) Devils Hand, Gods of War, Jack the Ripper, Black Knight, Bungo's Quest for Gold, Crystals of Doom, Necronomycon, Virus, Star Crystal, Trixies Quest, Escape from Sylon 6, Go West Young Man, Semi-Detached, The Prisoner, Manor of Doom, Encounter, Skelvullyn Twine, Inquisitor, Soapland, Game Without a Name, Future Tense, Weaver of her Dreams, Ronnie Goes to Hollywood, One Dark Night, and Malice in Wonderland.

SUE ROSEBLADE, 79 RIDGEWAY, EYNESBURY, ST NEOTS, CAMBS, PE19 2RA

SPECTRUM: Davy Jones Locker, The Challenge, Four Minutes to Midnight, Karyssia, Virus, Urban Upstart, Federation, Buggy Pt1. Jack and the Beanstalk, Enchanted Cottage, Jekyll and Hyde, Weaver of her Dreams, Quest for the Golden Eggcup, Skelvullyn Twine, Twice Shy, Domes of Sha, Rigels Revenge, Jade Stone, Ingrid's Back, Matchmaker, Magnetic Moon, Bounty Hunter. BBC: Philosophers Quest, Sphinx, Hampstead, Hobbit, Wizard of Akyrz, Snowball, Return to Eden, Castle Dracula, Emerald Isle, Kayleth, Worm in Paradise, Rick Hanson, Myorem, Project Theseus, Egyptian Adventure, Dragon's Tooth, Terrormolinos, Alien from Outer Space, Dracula Island, Pirate Adventure, Golden Baton, Lords of Time, Red Moon, Price of Magik, Mystery of the Lost Sheep, Time Machine, Winter Wonderland, Hunt-Search for Shauna, Countdown to Doom, Village of Lost Souls, Programmers Revenge, Enthar Seven and Lancelot.

DON'T FORGET TO ENCLOSE A S.A.E WHEN WRITING FOR HELP!

PREVIEW SECTION

Street Patroller (BBC)



In this text-only adventure from Simon Maren, you play the part of a young policeman who is falsely accused of stealing the royal jewels. Circumstantial evidence is stacked against you, and you only have about 3 weeks to catch the real criminals and recover the stolen property, and thereby save your career.

An adventure of the same name was originally released in 1986. Only the main character and the basic storyline has been retained, along with just a few of the original locations.

The new version has, at the moment, 88 locations, and when I had mapped them all I could see how neatly and naturally they were laid out. I thought the wording of some of the locations rather oddly phrased, particularly those at the beginning of the adventure. I'm certain some of the florid descriptions will have to go to make room for more important things.

I am limited in what I can comment about on the gameplay as the programming is incomplete. I was permitted to visit most of the locations, but some of them were only accessed via a temporary short-cut. I know I am supposed to open cupboards, doors, cabinets, umbrella, etc., and buy various items on offer at the many shops I visited, but I could not get any cash or credit, and wasn't told what was in the cupboard etc., and I'm very curious to know what is on the piece of paper down the drain, and whether I can take my pet whippet to the races. However, what responses I did get were very quick indeed.

The adventure has two mazes; the first one in the sewers, the second a series of thoroughfares with names like Road Street, and Avenue Lane. I didn't like these names, and think Crescents, which by their very nature finish very close to where you started, would be more appropriate. It would be a shame to spoil a nice map with such ugly names.

When the programming is complete it should have a scoring system based on a cricket innings - lose 10 wickets (lives) and you're finished for good. SAVE and LOAD to tape and/or memory will also be added, and SLEEP and WAIT (n) will help to pass the time, and you may have to keep an eye on the weather, which could change while you're out on the prowl.

I understand the original adventure is still available for the BBC at £1.99. This new version (Patroller '89) is likely to cost £4.00; initially for the BBC, hopefully other micros to follow. Release date to be announced.

Previewed by Barbara Gibb

THE ART OF THE MAZE

By ROGER WHITE

In AP 10, Paul Serbert concludes his article on mapping mazes: "If you are unlucky enough to stumble across a maze where somebody keeps stealing your objects, ignore all you've read - you're in trouble! Eric's solution, if all else fails is:- Dear King/Queen of the Castle, HELP!!! Eric."

I want to show that the panic reaction which seems to be created by a DROPLOSE maze - or, as here, a maze in which, in some other way, difficulties are created for the classical solution - is inappropriate. And I will take as my first main example the maze which he is presumably referring to - the large maze from ZORK I:

	N	E	S	W	NE	SE	SW	NW	U	D
1	1	TR	4	2	X	X	X	X	X	X
2	1	A	X	3	X	X	X	X	X	X
A	X	X	2	X	X	X	X	X	X	X
3	2	X	X	4	X	X	X	X	SK	X
4	X	3	1	X	X	X	X	X	X	[2]
SK	3	B	X	X	X	X	5	X	X	X
B	X	X	X	SK	X	X	X	X	X	X
5	X	11	X	5	X	X	X	X	6	SK
6	5	8	10	9	X	X	X	6	X	[7]
7	X	X	X	X	GR	X	9	10	X	8
8	X	6	10	X	X	X	X	X	7	X
9	C	10	X	X	X	X	7	X	6	[SK]
C	X	X	9	X	X	X	X	X	X	X
10	X	6	8	7	X	X	X	X	X	9
11	X	14	13	5	X	X	X	X	12	[A]
12	X	X	11	13	11	X	X	12	X	X
13	X	X	11	12	X	CY	X	X	X	X
14	X	X	X	14	11	D	X	X	X	X
D	14	X	X	X	X	X	X	X	X	X

TR = TROLL ROOM
(W => 1)

SK = SKELETON
ROOM

GR = GRATING
ROOM
(SW => 7)

CY = CYCLOPS
ROOM
(NW => 13)

MAP XV

Listed on the right of the map are three entrances to the maze and the one designated room. It also contains 4 dead ends (A, B, C, D). You first enter the maze from the troll room - the entrance TR. (Comparison of the above map with that given by Christopher Hester in AP 7 will show a number of minor divergences: I have checked the two maps against the game, and the above one is the right one. His map is substantially correct and perfectly serviceable - the

THE ART OF THE MAZE V

feature of most use that he has omitted is the route down from 11 to A, which is a quick short cut from the Cyclops room to the Troll Room.) Some of the routes - put in square brackets on the map - are one-way routes (i.e. you can go from A to B, but there is no direct route from B to A): when you take a one-way route the game tells you that you are doing so.

A well constructed maze is a complex system of difficulties and clues. We looked at the kind of difficulties that the programmer could create for the player in my second article. Now I want to demonstrate some of the helpful features that will always be found in a good maze (there is no point in creating difficulties for the player unless you also incorporate a way to overcome those difficulties). Of course, if we approach any maze with the classical solution, we will fail to spot both the difficulties and the clues - we will just bulldoze our way through both. But, if we approach any maze as DROPOSE - whether, because we are forced to, or, because, as here, although the classical solution is possible, it is continually being interfered with by the thief, or simply, because solving a maze as though it were DROPOSE is infinitely more enjoyable and satisfying than the classical solution - both the difficulties, and the clues come into their own. By clues here, I do not mean the kind of extraneous assistance which programmers frequently include when they create a DROPOSE maze - some trick you perform to be shown the way through the maze -, but the clues which are provided by the structure of the maze itself. We are simply concerned with the DROPOSE maze as a maze mapping puzzle.

I have selected the ZORK I maze, not only because it is famous, and because the problem of the thief makes it a natural candidate for a non-classical solution, but because alongside its difficulties, Mark Blank and Dave Lebling have skilfully incorporated a whole battery of helpful features: hence, it may serve as a sort of dictionary of the kind of clues that can be exploited in maze solving. They have, in fact, been far more helpful than is strictly necessary, and far from this being the monster of difficulty it is frequently thought to be, I would classify it as a relatively simple maze. Let us begin by listing its salient features, many of which I will use in constructing the solution that follows. I will begin with the two features which are unequivocally difficulties:

\$1. The maze is far larger than most, so that there is a great deal to sort out. It is actually larger than I would generally regard as justifiable, were it not for the room that this allows for all the other features of interest - features that will become the clues that we shall exploit.

\$2. The thief crosses you up. I only mention this, as the most famous feature of the maze. Since we are treating the maze as if it were DROPOSE, and since, indeed, it can be treated so simply that way, we can completely ignore him. In fact, the maze is so well suited to techniques of mapping that do not involve object dropping, that I completed ZORK I without once having dropped an object in the maze, and only found out about the thief's interference by seeing it mentioned in discussions of the game I read afterwards!

The next two features are ones which create difficulties for a random search of the maze, but, in fact, they can both be turned to our advantage, once we engage in a systematic search:

\$3. The maze, in effect, is composed of three sub-mazes

THE ART OF THE MAZE V

leading off room 5. (Rooms {1,2,A,3,4,SK,B}, {6,7,8,9,C,10} and {11,12,13,14,D} form three almost completely self contained groups of rooms, each lying between one of the exits and 5).

From the point of view of a random search, this is a difficulty: you can easily get trapped in one of these groups, spending ages without ever entering any rooms outside the group in which, without knowing it, you spend all your time. This breaking a maze down into sub-mazes is one effective form of room protection. But, once you embark on a systematic search, you will be able to tackle these mazes one at a time, and almost be able to convert the awesome task of mapping a huge maze, into the simple task of mapping three small mazes.

\$4. A lot of programmers treat the subsidiary directions - NE,SE,SW,NW,U & D - differently from the main compass directions N,E,S & W, particularly in mazes which make use of barriers. The point is that is possible to set a trap which is psychologically effective for the unwary explorer. It is natural, when you explore a maze at random, to tend to concentrate on the 4 main directions, both because they are used more frequently in adventures than the others, and because they are simpler to type in, so that if you want to move around a lot rapidly, this appears easier to do if you only type in one letter at a time. The programmer exploits this fact in the following way: a lot of the time only N,E,S & W do work, so that you lull the player into the belief that this is always true, and then you make everything interesting happen along the other directions. If you look at the ZORK I map, you will see that in the initial rooms (1,2,A,3,4), NE ... never work, and U & D only work twice, but one of those is the one route that has to be used to find anything of interest. Then, in the next room, the Skeleton room, SW works for the first time - and has to be used if you are to find the rest of the maze. So too throughout the maze - all the features of interest (the Skeleton Room and the Exits) are only to be found along subsidiary directions, although in general these work less frequently than the main ones.

This "psychological" trap can, however, be turned to our advantage: if we arrange the compass directions in the somewhat odd order given above MAP XV, and always work backwards through them we will tend to hit upon both the interesting features of the maze early - both the exits and designated rooms, and the distribution of the barriers. Hence it is always good practise to deal with compass directions, not in a "normal" order - N,NE,E ..., but in the "odd" order - D,U,NW,SW,SE,NE,W,S,E & N.

!!! SENSATION !!!

GRUE BITES GRUE!

On hearing the news of Infocom's demise The Grue was so distraught that he began to gnaw on his own leg. So frenzied was his gnashing that only expert reconstructive surgery could save the damaged limb. Pictures have been omitted from this issue so as not to offend readers' sensibilities. Neil "Frob" Shipman has kindly offered to lend him his own wheelchair for a few days until he's back to normal - whatever's normal for a Grue that is! Although not as fast as his regular mode of transport, this should at least keep the Grue mobile so he can carry on lurking. Get well cards, messages of condolence and the heads of Activision executives all gratefully received at the Grue's lair.

PAWS For Thought

First of all this month, my thanks to Geordie March, of Newcastle-upon-Tyne, who has worked out one of the automatic routines that I had tried and failed to work out for myself (see my first article in the March '89 issue of Probe). The automatic routine he worked out was the one for dropping objects when you are wearing the bag on your head, and it is:-

```
DROP -
AT 1      = checks player is in location 1, i.e. has bag on head.
WHATO     = searches for object noun, places number in flag 51 and location
LT 51 255 = is the noun in the vocabulary?                               : in flag 54.
EQ 54 254 = is the object actually carried? If so, then....
COPYFF 11 38 = the players location is changed to that in flag 11 (the location
AUTOD      = the object is dropped.           : the player put the bag on his head)
GOTO 1      = return to location 1.
DONE
```

In effect, the player is "secretly" taking the bag off his head, dropping the object, then putting the bag back on his head! Nice one, Geordie!!

Congratulations to Roger Dowdall, of South Ockendon in Essex, who is the first player of "Magnetic Moon" to win a copy of the forthcoming sequel, "Starship Quest", by entering my competition. Roger's entry was, in fact, the ONLY one I've received so far. For those of you out there who've not played "Magnetic Moon" yet, all you have to do is send me a full solution & map of the adventure. If you don't fancy writing them out twice, either send me a photocopy, or send me the originals and I will photocopy them and return them.

This is a shameless plug, but "Magnetic Moon" will only be available at the special price of £2.99 for another month, so buy your copy now before the price goes back to £3.50!! End of advert!!

From the letters I've received since starting this series of articles (very few of you have written, actually, so unless I get more PAW users writing in, I'm afraid this will be a very short series.....!) it would seem that the PAW manuals don't always explain things clearly enough. I am going to try to explain more fully about two aspects of using PAW that I myself had trouble understanding when I first started. The first is inserting new character sets.

There are, on the flip side of the PAW tape, 22 character sets which can be loaded into PAW. A total of 5 of these can be loaded in and PAW also contains the standard Spectrum character set, which it calls SET 0. I have done a printout of all 22 character sets on my ZX printer, and if anyone would like a photocopy, then just send me a stamped addressed envelope. It is best to practise inserting character sets on an empty database, so start by loading in PAW. Once loaded, select option Q from the main menu - 48k users will have to load in overlay 3 at this point. Once that's done, turn the tape over and rewind it.

Now, for the purposes of this "tutorial", we will say that you want to load in two character sets, numbers 3 and 8. If you were to screenprint the sets by pressing "P", you'd see that only the UDG's and shades are displayed. You cannot, in fact, load any character set in until you have inserted a "blank" set. So, press "I" then Enter, and then "P". You will see that a standard Speccie character set is now resident in SET 1. Now we can load in the first set we want. Type "L 1" (not forgetting the space) and press Enter. You'll now be asked for a filename. Whatever set you intend to load, you MUST type it thus: "SET3", without a space. Press Enter again, and then Play on the datarecorder. It's wise to make a note of where the sets start, if you have a tape counter. When SET3 is found and loaded, you can press "P" and you should have a set of computer

type characters in SET 1. To load "SET8", do exactly the same, but this time you'll load the character set into SET 2, and will need to type "L 2". So, all you need to remember is that for every PAW character set you want to load in, you must first Insert a "blank" SET0.

The next subject I will deal with is using PAW on a 128k Spectrum, and the main differences between a 48k database and a 128k one. On a 48k speccie, or a 128k one in 48k mode, you only have one block of memory to use, and this is called PAGE 0. Before text compression it has over 25,000 bytes of free memory, and the whole of your database is contained within this one "page".

128k PAW, on the other hand, has a total of 6 blocks of memory, Pages 0,1,3,4,6 & 7. Page 0 contains 25k+ bytes, as in 48k, and the other 5 pages contain about 16k of memory before text compression. What you have to remember when starting a 128k adventure, is that all of your location and message texts (except location and message 0) should be contained in page 1 and above. To implement this, when you load in PAW to start your 128k database, go to the location table first and press "B" for begin a new page. Location 1 will be automatically inserted, and it will be in Page 1 of the memory blocks. Now go to the message table and do the same. Note that the System messages remain in Page 0. Because of this it's a good idea to reserve the system messages for all your "short" messages, and insert the "long" ones in the ordinary messages, where there will be more memory available for them.

Apart from the connections and graphics, which will be in the page that the respective locations are held in, all the other tables are in Page 0. As you insert new locations and messages, compress the text regularly. When you are down to about 200 bytes left in Page 1, it's best to Begin a new page, as before. The reason for this is that you may have some alterations to do and there should be some memory left in the Page to allow for this.

It's a very good idea to compile your own customized "quickstart" database file, which you can load into PAW when you commence a new adventure. On load-up, PAW already contains a large number of common words, and some Response table entries, but you will probably always change and delete some of these. For example, I will never use graphics in any of my adventures, so the first entries I would get rid of are the PICS ones. All I did to delete these was delete the word PICS from the vocabulary. You can set up the file with your favourite character sets already inserted, automatic object manipulation routines entered in the reponse table, system messages altered, and so on. You can even have, as I do, separate files for different adventure scenarios. I have one for Science Fiction adventures, and another for fantasies. As you develop new routines, you can alter your files accordingly.

I hope I've helped some of you out by explaining these two things in detail. As I mentioned earlier, I would like more of you PAW users to write in to me, if only to tell me what you'd like me to cover in these articles. If I know what you want, then I can write about it!

If you do have any problems or queries with PAW programming, please write in to me at the following address, enclosing an SAE :

PAWS for Thought, 40 Harvey Gardens, Charlton, London, SE7 8AJ

.....

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Cheques/PO's payable to Patrick Walshe

Letters

Yes, you've guessed it. I'm so sharp that one of these days I'll cut myself! So, many thanks to The Wayfarer for his kind gift of a piece of a plaster. Just the job for sticking on the nics you're likely to get when indulging in a bit of indiscriminate burin wielding. Don't tell the Grue, but burins are great for inscribing light bulbs too. Oh, too late. He'll have read this far by now! I've just played Linda Wright's adventure THE JADE STONE and can wholeheartedly recommend this to every ST adventurer. It's a delightful tale of myth and magic in which the qualities of loyalty, kindness and intelligence rather than strength and fighting ability are important in your fight against an evil sorcerer. An excellent example of just what can be done with STAC.



Finally, I'm enclosing a picture of me after spending a lot of time on FISH! I'll have to get a more suitable (?) photo taken if you're going to start a rogues' gallery!

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

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For Mr Shipman of the pointed wit, who sent me the following Hex: 46 52 4F 42 53 20 52 55 4C 45 2C 20 4F 4B 3F, which for those not familiar with Hexadecimal notations reads "FRUDS RULE, OK?" My reply is simply 22 59 6F 75 20 42 65 74 74 65 72 20 42 65 6C 69 65 76 65 20 49 74 21 20 7E 6E 06 2B 20 43 6F 6E 71 75 65 72 21 22 and leave the explanations to those better qualified to do it than I.

THE WAYFARER, 167 Eastbourne Rd, Lower Willington, Sussex. BN20 9NB

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Thanks very much for my first two issues of Adventure Probe. I'm very pleased with the magazine and I am impressed by all the enthusiasm and hard work that must have gone into each issue. I am trying to keep this letter on the short side as I hope you'll have plenty of post due to the competition, but before I finish, could you briefly explain the terms FROB and GRUE which new readers like me may find rather strange?

PHIL GLOVER, 43 Ferndale Rd, Hall Green, Birmingham, B28 9AU

(Many of the Infocom adventures were set in the fantastic land of Frobos and many references to Frobos or Frob are to be found in these adventures such as The Wizard of Frobos, The Guild of Frobs etc. If you were playing an Infocom adventure very often you would find yourself confronted by A GRUE. These horrible slaver creatures lurk in dark places just waiting for an unwary adventurer to wander into their lair without a torch or other source of light whereupon they would be set upon by the horrible Grue and be eaten alive! Our Infocom expert has a certain, peculiar, fondness for these creatures since the time, whilst playing Spellbreaker, he found himself turning into a Grue and the name has stuck! Our very own Grue decided that adventurers who made the most amusing blunders whilst playing Infocom adventures should be awarded membership into the exclusive Guild Of Frobs (thereafter to be know as Frobs) and the blunder be announced in

Probe under the heading Frob Of The Month. As a result the Grue has found himself on the receiving end of various practical jokes and retaliates in true form. One incident recently involved him sending a ransom note to Bob Adams stating that Grue had been kidnapped. Bob responded with the remarks "Good, I hope you blackmailers keep him prisoner for a long time" but demanded proof of his capture. Whereupon Grue sent Bob a horrible squidgy false finger, covered in blood! Other incidents followed but, although they had me rolling about laughing, I dare not publish the details in Probe as they may offend sensitive readers! A certain friendly rivalry now exists between Frobs and we lesser mortals as can be seen by the foregoing letters.....Mandy)

=====

Thanks very much for sending me the June issue of your magazine Probe. There is some interesting reading, as a new reader may I wish you continued success. May I through your letters page ask if there is anyone willing to help me understand the in's and out's of my AMIGA 500, as I've only had it for a few months and am entirely new to computing since Christmas? What I would like is a club, users group, or something, near to Chichester, W Sussex. And someone who could talk PLAIN ENGLISH!!! As at 34 there aint many of the grey cells left! Remember you are dealing with a DIPSTICK!! Can I also ask (I know I'm being a right nuisance) has anyone got a photocopied map of JOURNEY by Infocom that I can beg, borrow or steal or (if the worst comes to the worst) buy. Thanks also to The Grue! for "being there" and also to Mrs Grue for letting us speak to him. I think thats the lot for now, Oh Yea, HAPPY BIRTHDAY to Adventure Probe from,

TERRY CHECKETTS, Tripp-Hill Farmhouse, Fittleworth, Nr. Pulborough, West Sussex, RH20 1ER.

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I was very interested to read the letter about TWIN KINGDOM VALLEY from Will Orton in the June issue of Probe. Having played TKV for many months back in 1985 - it was the second adventure I played - I think I can confidently say that no two solutions to TKV will ever be identical. In fact I'd go so far as to say that you cannot write a full solution to TKV, due to the large number of characters that move so randomly around the game. As to what happened to the bodies? Well, your guess is as good as mine. The idea of having an undertaker in a morgue somewhere, with points or a reward for every body delivered, is a great one! I'm considering including this in my next Speccy adventure after "Starship Quest". This will be called "The Axe of Kolt". (Thought I'd get in a quick plug!) Incidentally, a quick tip for anyone playing TKV at present. There are a number of guards in the desert King's castle, one of whom is a Large Guard. He is very difficult to kill, especially as the first time you will encounter him, you will not have a decent weapon. The way to deal with him is NOT to try to fight him. You usually meet him somewhere near the Large Hall. Go west from there, open the silver door (provided you have the silver key), go west then lock the door. You are now in the armoury, with the guard outside. Here you can restore your strength - by WAITing or just making an input, until your strength is at maximum. Now get the broadsword, SAVE your position and then you can unlock the door and do battle!

As an adventure writer myself, the letter from Don Macleod was most interesting. I think that we have got to accept that copying goes on, and there's little we can do to stop it. The adventurer who does pirate games will be the loser in the long run, as small independant

adventure writers stop writing games as sales are low. Sad thing is that the majority will suffer as well. I think that the large software houses like Level 9, Robico etc are partly to blame for pirating, as their adventures are so expensive. If they were to cut back on some of the fancy packaging and blumph they put in with the tapes, they could bring the prices down to a more reasonable level. Even then, are the adventures worth it? From what I've heard, some of their latest offerings have been full of bugs! I'm glad I'm usually too busy writing adventures to have the time to play them!

LARRY HORSFIELD, 40 Harvey Gdns, Charlton, London, SE7 8AJ.

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I really enjoyed Issue 6 and especially June Rowe's article about Women and Adventures with which I agree whole-heartedly. PLUNDERED HEARTS wouldn't run on my PCW but even if it did, I don't think I'd consider buying it. I've read a write up of it and it sounds too sexist for words. TIME AND MAGIK, though, now that's what I call an adventure. This was my first foray into adventuring and will always be something special to me - it's so atmospheric. Thanks for printing my letter and I'd like to say thanks too, to the Wayfarer for advice on how to do a screen dump. I enclose my answers (such as they are) for the competition, and would like to add my congratulations on Probe's 3rd birthday. May there be many more.

BARBARA WAKLEY, 3 Acre Cottages, Stoke, Plymouth. PL1 4QS

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I notice in one of the recent issues of Probe that several people were asking for help with adventures for which I possess a little information. For TONY BRIDGE, I haven't played any of the Ultima games but I gladly enclose copies of the pieces of information that have come into my possession. It will probably be of no use to him at all but I wouldn't feel right unless I made some effort to help him out, after all the help he has gladly given to others. For JORGEN RIBER CHRISTENSEN, his problem in Frankenstein is easily overcome - Run from monster... Jump over creaky section of floorboards... monster will fall through to hallway below... approach monster and shoot before he regains consciousness. In Magicians Ball, the game is actually over when the Merchant gives you the money (your reward for a job well done?), although there is no indication given to you that this is so!! For E.FRY, I could gladly give him help with Fourth Protocol, Rod Pikes Horror Compilation, Killed Until Dead, Twin Kingdom Valley and Lord of the Rings if he'd like to get in touch and tell me the specific areas that are causing him trouble.

JIM O'KEEFFE, 3 Beauchamp Close, Mordon, Swindon, Wilts, SN2 3DT

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Firstly, congratulations on keeping Probe up and running. I know from personal experience just how hard you must be working to keep each issue on time and full of interesting and useful information. Secondly, concerning the problem Vicky Jackson had with her Amstrad PCW 8256. I thought I had better point out that the PCW will read CPM files from a disk that has been formatted on a 6128 but not vice versa. It is possible to save files from something like Mallard Basic that runs under CPM on to a disk that has been formatted on a 6128 and they will run on the 6128, but files saved on to a disk that has been formatted on the PCW can not be read by the 6128. Thirdly, I'd like to take this opportunity to plug my own magazine STING. It is for ST

users and covers many different topics like STOS, STAC, adventures and role playing games. The fourth issue is due out now and there is a discount for anyone joining part way through the year. If anyone is interested send me a SAE for full details. And finally, good luck with Probe. Lets hope it sees its fourth birthday and many more after that.

SANDRA SHARKEY, 78 Merton Rd, Highfield, Wigan, WN3 6AT

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Thanks for the latest Probe, the usual good read, and belated birthday congratulations to you. Sorry I forgot... but then I didn't get a birthday card from you last month either, on the grand occasion of my **th birthday. I feel I have to respond to John Barnsley's bit of interesting trivia to the effect that I am getting fatter. I don't know where he gets this from, as he's never seen me in his life, and as far as I know I've been more or less the same weight for the last few years. In fact at the ACL evening when I said "Hello" to Keith Campbell (I'm not proud) one of the first things he said to me was "You're looking slim" or words to that effect. I think he was just trying to get me to buy him a drink though. And as I've just spent two weeks on a walking holiday in the Greek Mountains, there's no way I could be overweight! The cheek of it. Tell Barnsley to watch it or I'll send the Grue round.

On the subject of the Adventurers Club, I think you would be advised to mention to your readers that this seems to have ceased operation. No-one has been answering the phone there for some months now, and I wrote to Henry Mueller about a month ago asking him what was going on, and saying that if I didn't hear back from him I could only assume the worst and would have to write a rather unfortunate news story in Your Sinclair about the club's demise. I'm still awaiting a reply. I feel very sorry for people like Wendy Cockburn, who had the misfortune to join just before the club folded, and it may be an idea to go down to the local Citizens Advice Bureau to see what the position might be about getting some money back.

On to Vicky Jackson's question about 6128/PCW compatibility. The disc formats of the two machines are upwardly compatible, which means that discs formatted on a 6128 can be read by a PCW, but PCW formatted discs cannot be read by a 6128. Although both run CPM, the PCW has a different screen layout of 90 characters across, instead of 80 characters across, so trying to run a 6128 text adventure would give some funny results. But the good news is that if you can get hold of a 3" disc version of Infocom adventures, they will run on both the PCW and 6128, as there are different files on the disc for each machine. And Level 9 now of course produce one disc with versions for the PCW, CPC (which includes the 6128) and the Spectrum Plus-3. I think that leaves very few adventures that would be text-only on the 6128 that you might also want to try to run on the PCW - if anyone's come across any, I'd be pleased to hear it.

I'd like to thank June Rowe for jogging my memory about Sue Gazzard, who was missing from my list of female adventure writers. My failing memory as the years advance, I'm afraid! I did once ask Pete Austin whether we'd see another game from Sue, as Lords of Time had been so good and so popular, but he said that it was unlikely. She had apparently sent in another idea to them sometime after Lords of Time, but it didn't really work and Pete said he thought Sue then lost interest. A Pity.

MIKE GERRARD, C/O Your Sinclair, 14 Rathbone Place, London, W1P 1DE

While recently making a list of all my completed adventures in my folders full of maps, notes and solutions, it occurred to me that it was time I came out of my extended sulk and made myself useful again. So I phoned Mandy to see if any contributions would be welcome. This was my first contact with Probe since I joined the membership three months ago, and I feel I must agree with the many others who have congratulated her on such a friendly and efficient service. I discovered adventures some seven years ago, when I visited my good friend and neighbour Jacki to find her absorbed in a strange computerised treasure hunt during which a wolf appeared at regular intervals and devoured you if you didn't get him first with your trusty sword. I don't remember the name of the adventure, but after five minutes I was lost in this addiction, which has since kept me sane but driven everyone else in the family mad!

Nowadays Jacki and I both own BBC and Spectrum machines, and have so far managed to resist an overwhelming temptation to invest in the wondrous ST which everyone else seems to have. Most of our adventuring is done separately these days, but we usually have one game on the go that we're doing together.

In April 1986 we joined the ACL, and just over a year ago I began writing reviews for their dossiers. You may realise that you are shortly coming to the reason behind my aforementioned sulk. In February this year we ventured boldly to London to attend the Golden Chalice Awards ceremony. It really was most enjoyable to meet so many familiar and famous names, and it was there that we learnt about the existence of Probe from Linda Wright and Jack Lockerby (Bless them...Mandy). So now we come to the great mystery that is confounding so many adventurers. It is the Mystery of the Missing Mueller, otherwise entitled The Hunt for Henry. It's probably come to most people's ears by now that the ACL seems to have disappeared without trace sometime in March. I'm sure there are very many other members who are feeling extremely sad and let down by this state of affairs. As for the people who have just sent off expensive subscriptions or, worse still, software orders, I should think that enraged would be a closer description. I'd like to request on behalf of the many old and new members that someone somewhere gives us some answers and the sooner the better. Perhaps Keith Campbell, Mike Gerrard or Tony Bridge will come up with something soon, because I know that they have been making inquiries. Is there any way that the ACL could be resurrected? I'm sure most of us have room in our hearts and our pockets for both these excellent publications. Yes, Mandy, I do really think that Probe is better value for money, more friendly and infinitely more reliable! Still, old loyalties die hard, and I'm a very loyal person.

SUE ROSEBLADE, 79 Ridgeway, Eynesbury, St. Neots, Cambs, PE19 2RA

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Thank you for Probe, I've really enjoyed every one of them, especially the Strombringer and Dimli Gloing stories - It's a shame that more home made adventures aren't produced for the Amiga - it almost makes me wish I had my old Speccy back again! I'm not going to volunteer to write one though - my programming skills finish at making back-up copies of my discs. I also thought I'd bring to your attention the fact that Oxfam want people's old games to sell, so if anyone out there has any old games they want to get rid of, they know where to go. As I haven't written for so long, owing to pressures of work, exams and playing Saturnalia, I thought I'd drop you a line. I am mainly writing in response to a plea in the help wanted section - if Tony Bridge is still stuck on Ultima 4, I have completed it and have

made pages of notes, so if he wants to drop me a line at the address below or give me a ring, I will try and help him. I have Ultima 5 on order and am really looking forward to getting my teeth into it. My Amiga - provisionally known as Reginald - was doing find until the middle of March, when it noisily and spectacularly broke down and spent almost two months being repaired. I have just had it back now and as a result smoke has been rising from the keyboard as I'm catching up on all the adventures ordered by mail order just before the breakdown and which have been sitting forlornly on my empty desk ever since. A warning here to all disc users who buy games by mail order - watch out for viruses! I have caught the same virus twice in this way - it's called Byte Bandit and makes the screen go black. Apparently one way to get the picture back again is to press all the keys in the bottom row of the keyboard from left to right, but I don't know if this actually gets rid of the virus. If all else fails, your best bet is to go along to your friendly local Amiga/ST salesperson and get them to un-virus your discs for you - mine did this free of charge.

Congratulations to Roger White on the Art of the Maze series by the way - it really has been a lot of use to me for mapping mazes, and certainly beats my old method of drawing a little box for each location and joining the locations up with little arrows, the end result of which was something not unlike a bowl of spaghettini with some square meatballs in it. I only hope that not too many games writers are reading it as well!

Finally, if anybody out there has an Amiga and hasn't tried Zork Zero yet, what are you waiting for?! Never having played a Zork game before I was completely amazed at the sheer imagination and humour that goes into them - and a big plus with Zork Zero is that it maps itself!

EMMA HEGGIE, 16 Riverbourne Rd, Milford, Salisbury, Wilts, SP1 1NS
Telephone: 0722 29879

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Once again another brilliant issue of Probe, nice to read more manic prose from Bob Adams (The message from Outer Space last issue...Mandy) will we ever see the return of Adams Amsters???? June Rowe's article was very interesting, about Plundered Hearts I too remember the torrid paragraph which I must say was not typical of the rest of the game. I would say that Infocom's main fault with Plundered Hearts was to underestimate the intelligence of women adventurers, at the same time it was nice to see a software house trying to give more thought to the female player. I'm sure some people will still think of Plundered Hearts as sexist but you can never win can you?

While I've got pen to paper I'd just like to have a quick moan about ACE magazine. Why can't they just let us decide whether we want text only games or graphic instead of saying "Maybe the old text adventures should just lay down and die". I of course prefer text adventures but I have played graphic games also, what really matters is the gameplay, if the game is good it won't or shouldn't matter if it has graphics or not. I can't help feeling that when I read ACE that they would like to see the end of text only games because that is what they want. It's like saying that Ford should stop making green cars because I dislike them. ACE also state that Journey from Infocom is the company's main stab at the RPG type games, even with that statement they have got it wrong. Quarterstaff is the company's stab at the RPG's market. I thought that people who write for the glossies had more and easier access to information from the software houses, am I wrong? How much time do these people spend on a game before they write the review? I realise that they are tied to deadlines

and will not have time to complete the game, but how on earth does ACE magazine in the June issue manage to compare Journey with Adrian Mole, did they only spend one hour playing it?! All this moaning is not just because I'm an Infomaniac, because the same applies to other games and software houses. The race to be first into print does not always leave you with the best impression.

P.S. I still buy and read ACE. Oh, by the way, I might just be too UGLY to have my photograph taken!

THE GRUE! 64 County Rd, Ormskirk, West Lancs, L39 1QH

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I feel compelled to write and defend my review of Matthew Wilson's Cosmos adventure which appeared in the May edition of Adventure Probe. The first point concerns the use of solutions. The only way to gain an appreciation of an adventure from the viewpoint of the buying public is to play the adventure as much as possible without the solution - and Cosmos was no exception. With regards to the incident with the guard and the cakes, when faced with a situation with a non-aggressive person obstructing an exit, the adventurer is able to experiment with all manner of actions to pass him by. When that person holds such an authoritative position of being able to decide who should and should not pass him by, the element of bribery and corruption is not too distant, I feel. With the cakes being positioned "...just across the road", at three locations distant, the guard must have had exceptional eyesight!

As a reviewer, I aim to show an objective view of an adventure and provide additional comments relating to this. I write these comments in order to describe the adventure in relation to others currently available, and also to detail any shortcomings or offer praise as appropriate. If Mr Wilson would care to contact me, I will be more than willing to further discuss the points I raised in the review with him. However, I still maintain that the details I set down in the review are a valid representation of the adventure.

PAUL BRUNYEE, 17 Campion Close, Narborough, Leicester, LE9 5WQ

(I agree with Paul completely. When adventure authors send in their games for review to any magazine they must be prepared to accept the reviewers opinion whether good or bad. As an author myself I have had my share of bad reviews and in such cases it is wise to look at the reviewers comments as objectively as possible and try to learn from the comments made and try not to make the same mistakes with the next game. Reviews are for the benefit mainly of the prospective purchasers but an author can also make reviews work constructively for him/herself.....Mandy)

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I am sure everyone would like an update on life in the GRUE household now that the Amiga has resided with us for approx 2 months, although it does seem longer. To those of you thinking of acquiring this marvellous invention let me assure you that it is not all it is cracked up to be. Did you know it only has one disc drive! Imagine if you will the exhaustion one must feel after changing discs a couple of times. The trauma must be unbelievable. I was all for sending it back and demanding reimbursement when told this horrific tale of woe by the Grue himself, who I might add had paled to a greyish tinge. Now it seems we must purchase a second disc drive for more easy adventuring and if it wasn't for my fear of bumping into things I would offer my services as No 1 disc changer, and I'm sure Baby Grue

could be trained for this arduous task also. Anyway, I must end this tale and rest my hand and arm for one never knows, discs may need changing! Special regards to my secret admirer!

MRS GRUE.

=====
(The following arrived in response to a letter in which I mentioned that I thought all Scotsmen wore kilts instead of jeans!.....Mandy)

Another missive from the moaning moors of the Northern Wastes wings its way to you a month late. As the icy wind whistles up my kilt, sandblasting my hairy knees to redness and freezing my sporran off I crouch here on the heathery hilltop clutching my tartan around me against the driving snow. Manfully I blow on icicle fingers and play hit and miss on the husky all-weather laptop keyboard, keeping a keen eye on the McEwans Export slowly defrosting on the murky peat fire. Sod this! I'll have to move back to the wee black house and pay the poll tax after all! Hope you're all well and recovering from the rigours of Victoriana. Have to go now and check the haggis-traps. Their pitiful squeaks of "och aye the noo!" are quite heartrending but we cannot live on brose alone!

DON MACLEOD, 35 Old Evanton Rd, Dingwall, Ross-shire. IV15 9RB

(What? No mention of porridge? He must be slipping! Lorna Paterson tells me that haggis have one leg shorter than the other because they spend so much time running up and down the mountains. Tom Frost agrees but said that because of that shorter leg they have to run down backwards because they fall off! Which all goes to prove that our Scottish friends all have a terrific sense of humour, bless em!.....Mandy)

=====
I read June Rowe's article in the June issue of Probe with interest. Having heard the radio programme that she mentioned and seen the article in The Guardian, I tend to agree with most of what she said. With regard to her last point concerning Mike Gerrards comments about the state of the adventure industry, I hope that June is correct and that stalwarts like Tom Frost, Jack Lockerby et al will continue and prove Mike wrong. However, without support from people like the readers of Probe and the reviewers of the glossier magazines, I feel that Mike's fears will be realised. Writing (and marketing) an adventure involves a lot of time, effort and frustration on the part of the author. When, after probably months, and certainly several weeks of work they then find it difficult to sell their game, it can be disappointing. Up until now I have been extremely fortunate, as people have supported my efforts and I have had no reason to question the amount of time (and money) that I have needed to use in producing adventures. I have indeed enjoyed writing and marketing my games, and it has been award enough to know that people have taken some pleasure in playing them. Recently, however, things seem to be changing. The ST version of The Jade Stone, despite getting reasonable to good reviews in various magazines, has so far not exactly been a great success as far as sales are concerned. In fact, the response has been a virtual disaster. Speaking to various other people has led me to believe that this is not an isolated experience and I have, reluctantly, decided not to do any more text adventures for the ST UNLESS the position changes dramatically. Other factors have also made me rethink my whole position. My latest game for the Spectrum is

now almost ready. Although I have decided not to market it myself someone else has already agreed to take it on, so look out for a Linda Wright game being advertised under a different label. Whether there will be any more adventures written by myself is something that, at this stage, I am not sure.

One of the main reasons for this is that I have decided to do something which I have been wanting to do for a long time. When I set up Marlin Games I deliberately left out any reference to computers, adventures or software from the name as I hoped to run a Play-By-Mail game. With the general drop in sales of computer text adventures, and having had an increasing experience of such PBM games, I have decided that the time is ripe for me to take on such a game. The playtest is already under way, and I'm hoping that the game "proper" will commence in the autumn (sometime after mid-September). I will be advertising the game (to be called ARCANIA) in Probe when it is ready, but if anyone wants more details prior to that, then please write asking for info and I'll be happy to send it to them.

My thanks go to all the playtesters, reviewers and customers who have supported Marlin Games so well in the past, and I hope that it will be possible for me to write another game for you in the future.

LINDA WRIGHT, Marlin Games, 19 Briar Close, Nailsea, Bristol, BS19 1QG

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The letter from Margaret Frazer in the May Probe certainly brought back memories. "The Golden Chalice" was the first game I ever typed in from a magazine listing. It was before I had bought or played any adventures, except having a go with the Hobbit, that I'd bought for my son, and I begged him to show me how to type in the listings. It took me ages, as you can imagine, as I had to keep looking up the symbols and keywords in the manual and it was quite a lengthy one, about 12 pages (it ran into two months of the mag). When I finally finished it I was stuck for ages until I discovered I'd missed out a line, although I'd checked and re-checked. I had a great feeling of accomplishment, though when I finally solved it, and it was then that my appetite was whetted for playing adventures - and buying them! It's nice to know someone else typed it in too, as I used to go around asking people if they'd heard of it, and they looked at me blankly as though I was from the moon!

MARGO PORTEOUS, 1 Marina Drive, Spondon, Derby, DE2 7AF

HELP WANTED

"I would be grateful for some help with TIR-NA-NOG to stop me going bald with frustration. Why won't Kerne accept the crown, how do you read the scrolls and what objects are useful and how are they used? I've played this game for hours and still no further on."

SUSAN CLASS, 3 Eastbourne Rd, Hornsea, East Yorkshire. HU18 1QS

=====

"Please could someone help me as I am stuck in KINGS QUEST II. I would like to know what to do with Grandma in the cottage. I've got the cross from the church but she doesn't seem to want anything I've got?"

MOIRA EVANS, 18 Okebourne Park, Liden, Swindon, Wilts, SN3 6AH

"Please can someone rescue me from insanity with MURDER ON THE ATLANTIC? I am stuck on the following points. What does the torn picture represent? What does the telexed message from the New York Police say about William Allison? What is the name of the micro processing machine and how does it work? Who murdered Valliere? Where was Kempfer killed? Where is Alan Turning? What do I have to do to talk to my last suspect who is either Lola Trax or Jenny Reeves? The above must all sound very confusing but it is rather an involved game. I can help people with other aspects of the game."

IAIN FINDLAY, 25 Kings Rd, Benfleet, Essex. SS7 1JP

"I have been having some problems with the game LIBERATE which came as a freebie on disk user and would be grateful for some help. I am at the Quayside when I go NW the captain shoots me without any warning. How can I pass him without being shot? Also in SECRET OF ST BRIDES, How can I stop the Roundhead from shooting me?"

S.P. MCLAREN, 41 Irvine Drive, Margate, Kent, CT9 3XS

"I have a problem in solving the game FAIRLIGHT II and wonder if you can help me. I have solved Fairlight I and also the first part of Fairlight II up to the ship, where the captain is tied to the mast. However, I am unable to get from there, since the program crashes when I use either the magic knife or the magic wand (or something else for that matter). I have an Amstrad PCW 8512 but it doesn't matter if your solution refers to another type of computer. What I need are some clues to get from the first to the second part of this game and also, hopefully, some general hints as how to solve the second part."

ULF BROOME, Dr. Abrahams Vag 10, 161 52 Bromma, Sweden.



In-Touch

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Please write with price required to:

CLAUDIO BALSÌ, Via Mascheroni 14, 20145 Milano, Italy

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Gnome Ranger, Ingrid's Back and Mindfighter. All packaging, instructions etc must be included. Please write with price required to

LAWRIE RYAN, 28 Glendessary St, Coal, Fort William, Scotland, PH33 7AY

SPECTRUM ADVENTURES WANTED

Legend of Craldons Creek, The Lost Crystal, Monster, Merhownie's Light, Mystery of the Lost Sheep, Noah, Nythyhel, Operation Berlin, Operation Stallion, The Onyon Adventure, Pegasus, Robocide, Suds, Teacher Trouble, Time of the End, Theseus, Thunderbowel, The 13th Task, Twice Shy, Wheel of Fortune, Blackpoole, Borrowed Time, Brawn Free, The Curse of Crawley Manor, Castle Thade, Computer Adventure, Castle of Riddles, Crimson Crown, Dracula Island, Diamond Trail, Dallas Quest, Funhouse, The Forgotten Past, Mutant Spiders, Mystery Island, Murder on the Waterfront, Murder off Miami, Miami Mice, Nightmare Planet, Open Door, The Odyssey of Hope, Pride of the Federation, Pirates Gold, The Pay-off, Ronnie goes to Hollywood, Red Lion, Ring of Power, Rogue Comet, Secret of Bastow Manor, Stoneville Manor, Top Secret, Theseus and the Minotaur, Ulysses and the Golden Fleece, Upper Guntree, Virus, Voyage to Atlantis, Wizards Warrior, Wychwood and Yukon.

Please write with price required to

JOHN CURRAN, 14 Cranbourne Rd, Chorlton-cum-Hardy, Manchester, M21 2AP

AMSTRAD 464 ADVENTURES WANTED

The Boggit, Bored of the Rings, Sherlock, Mystery of Arkham Manor, Shadows of Mordor, Gnome Ranger, Buggy, Dracula and Dodgy Geezers.

I would be willing to swap any of the following in exchange:

Cricket Crazy, Football Frenzy, Message from Andromeda, The Fourth Protocol, Redhawk, Grange Hill, Nova/Haunted House, The Colour of Magic, Kentilla, Imagination, Seabase Delta and The Sidney Affair.

CHRIS MUFF, 49 Renway Rd, Rotherham, South Yorks, S60 3EU

WANTED FOR AMIGA

Funschool 11 suitable for 3-5 year old. Willing to pay up to £25.

THE GRUE! Address on back of Probe.

SPECTRUM ADVENTURES WANTED

Beneath Folly, Old Scores, The Magicians Ball and London Adventure.

Write with price required to:

PAUL AVIS, 49 Hewitt Rd, Hamworthy, Poole, Dorset, BH15 4QB

ATARI ST SOFTWARE FOR SALE

Starcross £6. Nord and Bert £6. Silicon Dreams £4.

AND THE FOLLOWING WANTED:

Deadline, Fahrenheit 451, Kings Quest 1 and Police Quest 1

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

=====

INFOCOM SWAP 'N' BUY (AMSTRAD PCW)

These adventures are accepted on the understanding they are ORIGINAL and with all packaging, and advertised for one month only. No responsibility can be accepted by either Probe or Nic Rumsey for any which are either copies or damaged. It is up to the individual to check that the swap will run on their machine. Lists are sent on a SAE basis only.

THIS MONTHS OFFERINGS:

Christopher Webber, 42 Couthurst Rd, Blackheath, London SE3 8TW.
Tel: 01 858 9064

For sale/swap MOONMIST, LURKING HORROR, CUTTHROATS, DEADLINE, PLANETFALL, SUSPECT, BALLYHOO.

Wants ZORK 1, 2, 3, SUSPENDED (also has 4th Protocol, Mindfighter, Time and Magik, Jewels of Darkness and Jinxter).

Dr. P.J. Watson, Hill View 72 Southwold Rd, Wrentham, Suffolk, NR34 7JF.
Would like to swap/sell LEATHER GODDESSES OF PHOBOS, HITCHHIKERS GUIDE TO THE GALAXY. And wants: MOONMIST, BALLYHOO, WISHBRINGER, DEADLINE.

Mark Lewis, 16 Appleby Close, Banbury, Oxon, OX16 0VY has LEATHER GODDESSES for swap/sell. Would be interested in any Infocom games.

If you have any Swap 'n' Buys on this machine then contact Nic Rumsey - address on back of Probe.

=====

TWO NEW ADVENTURES FOR THE AMSTRAD CPC

CITY FOR RANSOM

The city is held to ransom by a terrorist and only you can find the bomb and disarm it. The hours tick away as you fight the odds. Take up the challenge NOW. Only £1.99 tape or £4.50 disc.

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A two part graphic adventure where YOU are chosen as the one to locate a shipwreck and its cargo vital to the nations defence. Encounter sharks, squids, enemy frogmen determined to recover the cargo first. Can you succeed before your air supply runs out? Pick up a copy NOW and find out! Only £1.99 tape or £4.50 disc.

ALSO AVAILABLE ON TAPE - ADVENTURE CREATORS

G.A.C. £6. QUILL & ILLUSTRATOR £5. GENISIS (with music and split screen graphics facilities £4. Hurry they won't be available for ever!

JOHN PACKHAM, 60 Hightown Towers, Warburton Rd, Southampton, SO2 6HH

=====

J. R. 'S PAGES!!

GETTING YOU STARTED
(in Leisure Suit Larry II)

EVE'S HOUSE: Walk into the garage. Walk East in the garage until you cannot be seen. Take the dollar bill from the overalls. Walk to the KROD TV Station.

KROD TV Station: Look (note information for future reference). Walk east, from outside the TV station, to the trash bin compound & fence. Walk up to the hole in the fence. Look through hole. Walk to the Quickie Mart.

QUICKIE MART: Talk to girl. Buy Lotto ticket. Enter ANY SIX 3-digit numbers. Walk to KROD TV Station.

KROD TV Station: Enter the building.

LOBBY: Show ticket to girl. Write down the numbers given to you by the Receptionist. (The girl asks for your ticket numbers). Repeat the numbers given by the Receptionist. Enter the Green Room through the north door.

GREEN ROOM: Sit down on the bench. (Man enters). Follow man through West door.

THE DATING CONNECTION: Enter anything when asked questions. (You win the game!). Return to the Green Room.

GREEN ROOM: (Man gives you a cruise ticket). Sit on bench. (Woman enters). Follow woman through East door.

LOTTO ROOM: (You win a million a year for life). Get money from girl and walk back to the Lobby. Leave the building now and walk to Eve's House.

EVE'S HOUSE: Look in trash (twice). Take passport. Walk to Century Plaza, outside Molta Lira.

MOLTO LIRA: Read sign. Take the swimsuit at the back of the room. Buy swimsuit and pay for it at front of counter. Walk to the Drug Store.

DRUG STORE: Walk to the West side of the far left shelf. Look shelf. Take lotion.. Buy Lotion at the counter. Walk to the Quickie Mart.

QUICKIE MART: Walk to the soda dispenser. Take soda. Buy soda at the counter. Don't drink it!. Walk to the Barber Shop.

BARBER SHOP: Talk to man. Sit in chair. Get Haircut. Walk to Music Store (it will now be open).

MUSIC STORE: Talk to girl. Get microfilm (in ornament). Leave store. (Look-alike KGB agent shows up). Walk to Dock.

DOCK: Give ticket to man. Show Passport. (Note: Deck F, Cabin 1). Climb ramp to boat.

CLUES.

POLICE QUEST II: To disarm the bomb in the plane, search the turbans

and pockets of the dead hijackers. Open the towel dispenser and follow instructions. To get past the poison gases in the sewers, quickly go East then South. Go South again, then West and get the mask from the red box. In the Control Room, calm Marie down. Untie Marie and raise gun. Hide behind the pipes on the left side of the screen. When Bains walks about level with the pipes, shoot him!

DEJA VU II: The train schedule is in the dresser (Bedroom). Play blackjack, but make sure you OPERATE FADED CLIPPING ON DEALER first - he will recognize you and allow you to win! Keep playing blackjack until this dealer is replaced. At the station, examine the 'Departures' sign and go to the track indicated for the next departure to Chicago. Buy a newspaper when you get to Chicago. To tell the taxi driver where you want to go, show him the address, i.e., drivers licence. At the apartment building go to Apartment 1A and OPERATE KEY (in PANTS) on door. You will need the Flashlight, Cigar Ring, Penknife and Small Brass Key from here, plus the money from the overcoat.

'QUEST FOR CLUES II' news!! Those of you who were impressed with the massive clue book 'QUEST FOR CLUES', made available from Computer Adventure World in Birkenhead, will be pleased to learn that the sequel is now under production in the States. It may not be available in the U.K. until the end of the year, but I can reveal it's contents exclusively here!!!

Although, naturally enough, many of the games covered are only available in the U.S., I'm sure many adventurers will find it a useful source of reference.

The games covered are as follows:

7 SPIRITS OF RA
POOLS OF RADIANCE
AZAROK'S TOMB
BEYOND ZORK
DARK LORD
DONDRA
DREAM ZONE
FAERY TALE
JINKTER
LEISURE SUIT LARRY I & II
MANIAC MANSION
POLICE QUEST I
QUESTRON II
SHERLOCK HOLMES (Infocom)
STAR COMMAND
TANGLED TALES
TOWER OF MYRAGLEN
ULTIMA V
WASTELAND
WIZARDRY IV

2400 A.D.
ALIEN MIND
BARD'S TALE III
THE COLONY
DEJA VU
DR.DUMONT'S WILD P.A.R.T.I.
ETERNAL DAGGER
GUILD OF THIEVES
KING'S QUEST IV
MANHUNTER:NEW YORK
PLUNDRED HEARTS
QUARTERSTAFF
RETURN TO ATLANTIS
SPACE QUEST I & II
TALISMAN
TIMES OF LORE
TWILIGHT ZONE
UNINVITED
WILLOW
ZAK McKRACKEN

(ALL solutions are partially coded, together with a comprehensive set of maps!!)

Finally (honest!!), ULTIMA VI will be ready at the end of this year and should arrive in the U.K. early next Spring.

(Footnote: Has anybody heard of a guy called Henry!)

DUNGEON ADVENTURE

<u>Berry</u>	Drop it from the branch and then get the Giant's belt so that you can carry more.
<u>Blindfold</u>	Wear it to protect your eyes before entering the room with the acrid smell.
<u>Bow</u>	Carry it to go SW from the Cylindrical Chamber.
<u>Brooch</u>	Throw it at the Executioner.
<u>Caterpillar</u>	Squeeze it to make a rope and go down from Roc's Nest.
<u>Cold Cream</u>	Wear it to go up the Chimney.
<u>Collars</u>	Wear to teleport from Pedestal to Pedestal and you have to be wearing one go SE from the Cylindrical Chamber.
<u>Corpse</u>	Throw it in the Jelly Room.
<u>Cracked Pot</u>	Fill it with slime.
<u>Cross</u>	Throw it at the Vampire and carry to pass the Wights.
<u>Crucifix</u>	Carry it to pass the Vampire and the Wights.
<u>Cube</u>	Carry it when you search the hay.
<u>Driftwood</u>	Light it at the jet of flame, but find a more permanent light source as soon as possible.
<u>Fried Potato</u>	Carry it to pass the Rat.
<u>Gauntlet</u>	Wear it to get the ring.
<u>Hammer</u>	Needed to smash the evil gem and nail the coffin shut.
<u>Helmet</u>	Wear it to get the Will O'Wisp needed as a permanent light source.
<u>Hollow Stick</u>	Blow it on the Drawbridge.
<u>Horn</u>	Blow it to frighten off the Orc Army.
<u>Mirror</u>	Carry it to pass the sleep spell near the east end of the Road through the Forest.
<u>Octopus</u>	Carry it to go NE from the Cylindrical Chamber to get the staff and yellow collar.
<u>Poppy Pod</u>	Wave it to pass the Siren on the Stepping Stones, also to frighten the Bird so that you can get the jade egg.
<u>Ring</u>	Throw it where you see the hand sign, then you can go in to get a gem.
<u>Salt Pig</u>	Drop it in the Shallow Water to find a gem.
<u>Shield</u>	Wear it to protect you from the darts.
<u>Slime</u>	Drop it to get the horn from the Goat.
<u>Staff</u>	Wave it at the Skeletons to free the Dwarf.
<u>Sword</u>	To kill the Dragon.
<u>Wand</u>	Wave in the Lower Chamber to avoid the Flint Thrower.
<u>Wedge</u>	Drop it in the Crusher Room.

~~~~~  
\*\*\* GUESS WHO THIS IS? \*\*\*

Here is one of the first brave souls who kindly sent in a photograph for this new section. Write in with your guess and correct names will go into the hat and someone will win a free copy of Probe! But what happened to the ladies? Only the gentlemen responded. Come on ladies don't let the side down. I can't put one of my face in Probe for someone to guess unless I have some more ladies photographs to confuse everyone with!





# *Hints and Tips*

ONE DARK NIGHT... By MARGO PORTEOUS played on Spectrum

If you are playing as Ann, you won't be able to get past the rotting vegetables (west of the garden at the back of the kitchen). Instead, to reach the other side, go to the study, open the window and climb down (ivy trellis). You will find yourself to the east of the vegetation and can proceed to the barn and the jetty.

If you fall down anywhere, go back and go CAREFULLY DOWN or CAREFULLY UP or you will leave your partner behind. When on the roof of the mausoleum, do everything CAREFULLY or you'll fall down again.

PYRAMID by MARGO PORTEOUS played on Spectrum

To get into the Pyramid, first you need to sleep in the Nomads tent, but first GRAB BLANKET so that the snake underneath it goes away. Then you'll be able to pick up the objects left by the Nomads while you are in the bed. One of these is a black rod.

VILLAGE OF LOST SOULS by LORNA PATERSON played on Amstrad

Wear the helmet and carry the pitchfork to pass the red satyr.

Use the air-tight tin to carry the paint.

To jump over the crevice from west to east, jump NE into the wind and you will land safely on the east ledge. Jump NW to return.

You need the reins and yoke to harness the oxen. Connect the repaired plough to the oxen and lead them to the ploughed field.

The oxen will not follow you indoors!

FISH by EMMA HEGGIE played on Amiga

To buy the cylinder from Steve's brother, keep ordering snifters but don't drink them yourself - give them to the drunk instead. When he sees that you can hold your drink he will offer to sell you the cylinder.

To reach the trapdoor, put the cylinder in the bag and open the cylinder. Let go of the bag when you reach the roof. To get back down, jump over the railings.

Invite Ernest Chub to the disco to destroy the hold over him by the fins. Make sure you are wearing the glasses and the ear plugs. You must also have the tie with you.

To pass through the alarm room at the museum, open the sachet of plankton - this will reveal the light beams.

To get the new identity card, buy the drunk a snifter and ask him about the identity card.

LEISURE SUIT LARRY II by MANDY played on Atari ST

Don't wear the sunscreen until you have dived in the pool!

DON'T take the dip in the revolving bar as you cannot drop it again and you have to dispose of it before getting into the lifeboat. If you eat it you lose points. If you don't you will die!

Be patient in the restaurant, then grab the knife from the buffet.

Stuff your bikini top with soap to get the right shape.

Visit the Italian barber twice - girls don't like body hair!

Get the flower in the tropical garden - it is a sign of peace!

Search for a bomb at the airport to get a ticket.

Some reading material may come in useful - you ken?



**BALROG AND THE CAT by CHRIS BANKS played on Spectrum**

The parchment is found in the drawer of the cabinet.

Move the cabinet to reveal a hatch.

Move the carpet twice!

Search the shelves to find the notebook.

The notebook contains useful information.

Examine the oak tree.

**SOUL HUNTER by JOHN SCHOFIELD played on Spectrum**

In the shop, buy the sack, bow and arrows, tinderbox, torch and twine.

Chop the logs and make a raft with the twine.

Use the branch to climb the oak tree.

Untie the rope from the winch to be able to descend the well.

You need the sword and armour to pass the giant earthworm.

**CUDDLES by JOAN WILLIAMS played on Spectrum**

To escape from the playpen, drop babyfood, get brooch, throw brooch.

To pass rocking horse you need a want and a magic word.

Magic words are on building blocks, arranged in rainbow colours!

Free fairy with hacksaw (found in the sentry box)!

**IMMORTALITY RULES OK by JOAN WILLIAMS played on Spectrum**

Wear the scarf for a ciggie!

Be one of the boys and you can dig!

Buy oil from the garage.

Poison the dog.

Being a litter lout in the right place has its compensations!

Get your clothes cleaned!

Pick a lock!

Roman numerals swing into action!

**FAERIE by JOAN WILLIAMS played on Spectrum**

Do not take red shirt through bulls field.

Say good morning to cross the bridge.

Tie wood and rope together to make a besom.

Eat fish by pond for help!

.....  
**BUGS AND AMUSING RESPONSES**

**A couple of HELPFUL bugs for BARDS TALE III**

By CRAIG RYDER played on Commodore

After you have killed Brilhasti and been to the review board, create a new character and go down and kill Brilhasti again. This time when you go to the review board your new character will advance to LVL 35!

Before you enter the store in Skara Brae, insert the original character disk. Once in the store insert your own character disc so whatever you remove from the store will be saved onto your disc and will be replaced by the original. By using this method you can have an endless supply of harmonic gems!

.....



\*\*\* MANDY'S HOTLINE \*\*\*



If you have any queries about Probe, subscriptions or would just like to chat then give me a ring on 0492 77305. I will be available at all reasonable times but please try to telephone before 10pm.



TELEPHONE HELPLINES

SPECTRUM

|                 |                                            |
|-----------------|--------------------------------------------|
| Alf Baldwin     | - Tel: 0452 500512 Mon to Sat 10am to 5pm  |
| Mike Wade       | - Tel: 0642 763793 Mon to Fri 6pm to 7pm   |
| Jack Higham     | - Tel: 0925 819631 Fri to Mon 7pm to 10pm  |
| Walter Pooley   | - Tel: 051 9331342 Any reasonable time     |
| Doreen Bardon   | - Tel: 065 382 509 Sun to Sat 3pm to 10pm  |
| Mike Brailsford | - Tel: 0592 757788 Sun to Sat 10am to 10pm |

ATARI ST

|      |                                        |
|------|----------------------------------------|
| Merc | - Tel: 0424 434214 Any reasonable time |
|------|----------------------------------------|

AMIGA

|             |                                        |
|-------------|----------------------------------------|
| Jason Deane | - Tel: 0492 622750 Any reasonable time |
|-------------|----------------------------------------|

AMSTRAD

|                |                                                              |
|----------------|--------------------------------------------------------------|
| Doug Young     | - Tel: 01 681 5068 Mon to Fri evenings<br>Sat to Sun anytime |
| Joan Pancott   | - Tel: 0305 784155 Sun to Sat Noon to 10pm                   |
| Isla Donaldson | - Tel: 041 9540602 Sun to Sat Noon to 12pm                   |

AMSTRAD & COMMODORE

|            |                                         |
|------------|-----------------------------------------|
| Nic Rumsey | - Tel: 03212 2737 Sun to Sat 6pm to 9pm |
|------------|-----------------------------------------|

COMMODORE

|            |                                           |
|------------|-------------------------------------------|
| Reg Lilley | - Tel: 0392 215521 Tue to Sun 6pm to 11pm |
|------------|-------------------------------------------|

BBC

|                        |                                           |
|------------------------|-------------------------------------------|
| Barbara Bassingthwaite | - Tel: 0935 26174 Sun to Sat 10am to 10pm |
| Barbara Gibb           | - Tel: 051 7226731 Any evening from 7pm   |

THE INNKEEPERS HELPLINE

The Innkeeper together with his slave Allan will help struggling adventurers on a rota basis. Telephone 01 482 6209 times as follows:



| INNKEEPER |                |
|-----------|----------------|
| Mon       | 8:30pm to 10pm |
| Wed       | 9pm to 10pm    |
| Sun       | 8:30pm to 10pm |

| ALLAN |                             |
|-------|-----------------------------|
| Tue   | 8pm to 10pm                 |
| Thu   | 8pm to 10pm                 |
| Sat   | 4pm to 6pm<br>& 8pm to 10pm |



Please do not ask the Innkeeper or Allan for full solutions.

!!! THE ULTIMATE INFOCOM HELPLINE !!!

If you need help with an Infocom adventure then who better to help you than a GRUE! Ring the GRUE on 0695 73141 between 7:30pm to 9pm Mon to Fri. Or write to 64 County Road, Ormskirk, West Lancs. L39 1QH.

Please remember that the GRUE will give help on INFOCOM ONLY!

PLEASE MAKE SURE THAT YOU ONLY RING AT THE TIMES SHOWN