

ADVENTURE
PROBE



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HALL OF FAME

My sincere thanks to all the following readers who sent in contributions during the last month:

Jim Struthers, June Rowe, Tony Melville, Andreas Reutersward, Gordon Inglis, Brian Busby, Nic Rumsey, Paul Cardin, Floyd, The Wayfarer, John Wilson, Ian Brown, Doreen Bardon, Christopher Hester, Paul Brunyee, Alf Baldwin, Tony Browne, Stuart Whyte, Vince Barker, Neil Shipman, The Grue! and Larry Horsfield.

Special thanks to Dicon Peeke for drawing this months cover picture.

GUESS WHO THIS IS?

A lady this time! Who comes from a land where people feel much akin to the Welsh. A land where pixies and legends abound. This lady has delighted Probe readers with her varied contributions for a long time but her name pops up in many other places too. Her name could make one think of warm summer days perhaps spent on the river.

See if you can guess who it is. Send in your answers before 14th November and the first one to be drawn out of the hat will receive a free copy of Probe!



EDITORIAL



Welcome to Volume III Issue 11 of Adventure Probe.

I must firstly thank everyone for sending the beautiful "Welcome to your new home" cards, it was so thoughtful of you to send them and I did appreciate it very much. Also, special thanks to June Rowe for the lovely gift she sent, doubly special because she made it herself. There were so many cards that they decorated every surface in the lounge and I tried not to look too smug when the new neighbours exclaimed "My goodness, you do have a lot of friends, don't you?" As so many of you know, moving house is not a very pleasant experience but once we got settled in we really feel it was worth all the effort and upset. Probe has its own office now and everything is in place, I am catching up on correspondence and will soon be up to date once more. Thank you all for bearing with me through it all. The house is all we could have wished for and just getting used to so much extra space takes a while. I now wonder how on earth we managed to move around in our last home. Little message here for GRUE! you were right, the dog did start digging holes all over the garden. I quickly learned not to stand behind him when he was engaged in that particular activity!

I thought that everyone would be delighted with the easier to pronounce address but not so! Many of you say that Maes y Cwm had a certain ring to it that Lloyd Street doesn't have. Perhaps the situation can be remedied by thinking up a suitable house name. I would welcome any suggestions you might have so put your thinking caps on and let me know. Please note the change in the postcode! It wasn't my fault, honestly, I got it from the post office but they decided to change it last week!

The telephone is connected and one of the first people to ring me was Sonia Griffiths-Glover. She wants me to inform you all that the H.A.L.A. (Hints Archive for Lost Adventurers) helpline is back. For those who don't know about this service Sonz is offering help and solutions in return for a S.A.E. and a solution or hint for an adventure you have played, in return. For further details write to 38 BELLFIELD DRIVE, WILLERBY, E. YORKS, HU10 6HQ. Telephone number is included in the helpline page.

Now for some news of another successful campaign! When the new magazine Amiga Action started a couple of months ago it featured an adventure column entitled POINTS OF GRUE. As the writer of this column was not our Grue but someone using his name it caused quite a lot of anger and concern. Letters of complaint were quick to follow and thankfully the publishers of Amiga Action were quick to respond. The name should have been withdrawn by the next issue. My thanks to everyone who wrote in to Amiga Action about this.

It will soon be time to start putting together the Christmas issue of Probe and I would be grateful if you could send in items with a Christmassy flavour. I am getting short on reviews for the next issue so if you can oblige I would be delighted to receive them. Stories, articles etc with a Christmassy feel to them would be especially well received for the next issue.

I hope you will all enjoy this issue. See you all again next month.

Mandy

REVIEWS

THE GOLDEN FLEECE
AMIGA - PUBLIC DOMAIN ADVENTURE
Reviewer - THE GRUE!



Well I bet you are all surprised to see a review of a non-Infocom adventure from The Grue but occasionally I do play other adventures. The Fleece, a public domain adventure was sent to me by a friend in Italy and I must admit that the title did not inspire me very much at all. So I booted up the disk expecting the worst only to be greeted by an introduction screen very much in the Infocom style.

The story is that whilst arguing over the right or wrong moves in their game of chess, Zeus and Hermes decide to have a wager to see if a mere mortal has what it takes to undertake a certain task, this being to find the golden fleece. The adventure is not true to the original tale of the golden fleece in any way, in fact the object of your quest could have been almost anything at all. This decision by the author not to keep to the original story turns out to be a good one as the player is treated to one of the better games I've played in quite a while. Starting off in a dusty room with a lamp thoughtfully provided for you (I refused to turn it on, being a Grue!), I made my way through a winding passage and up a flight of stairs. From here I could go in almost any direction but at first glance I always seemed to end up in a gloomy room, in fact there are numerous gloomy rooms with a doorway in each of them. Some of the doors are already open, others locked and behind each door lies a small scenario with it's own problems to solve but don't be surprised that it affects another problem in a different scenario. Behind one door is an idol room where there is a huge weight suspended by a single strand of hair, a narrow receptacle and an altar with five buttons on it. Unluckily for you the weight is suspended right above your head and if you should decide to make a quick exit because you can't solve this puzzle just yet, think again! In fact, all the puzzles in the game are very good and will have your brain working overtime especially when you encounter the Number Imp, this sadistic little sod will ask you a mathematical question and if you can't answer correctly will....Poof, you're dead. There are five questions you could be asked but only one is randomly loaded when you boot up, some of these can be worked out with a bit of effort but others will have you reaching for your old school books.

Then there is the goblin who you try to rescue from the orcs but dies as you cradle his head in your arms, if only you knew his strange language and the building with see-saw floor, the witch inside the gingerbread house and many more excellent, well thought out problems.

The text descriptions are also of a very high standard, some as good as Infocom, in particular the featureless cave and the misty room which are quite brilliant. The game is written in such a way that even in locations where there is nothing to do the author convinces you with his descriptive text that you must do something in them. The parser is also quite sophisticated, understanding most of your input and allows most of the features that you might expect from an Infocom game, even though the vocabulary is not as large as theirs.

A couple of minor criticisms though, first the scoring system which doesn't make any sense at all so pay no attention to it. Secondly if you examine the table the game tells you there is a rope on it but you must type get rope FROM table and not just get rope. The same applies

to items found within the knapsack, I found this a little irritating at first. Overall this is a first class adventure, great descriptions, great puzzles and not all that easy. When finished the fleece left me with the feeling of total satisfaction, a game not to be missed. So, if you own an Amiga you're in luck, send for a copy NOW!

The Golden Fleece impressed me so much that I took time to write to the author, Jim Macbrayne to say how much I liked the game. What did surprise me was that my letter was the first he had received about the game. I thought it would be a nice idea to supplement my review with a bit of background information about the author.

Jim Macbrayne is 47 and a general practitioner by profession, he started programming in basic, comal and 6502 assembly language. He now works almost entirely in basic and wrote a series of utilities to write the room text and vocabulary etc. For the main part of the Golden Fleece, however, Jim used Hisoft Basic. This allowed for the far more sophisticated parsing routine than could be handled by any adventure programming system. As Hisoft Basic for the Amiga and Atari ST are virtually identical it should be possible to port the Fleece for the ST. The only reason Jim has not already done this is that he doesn't own an ST.

He played his first adventure in 1981, establishing a friendship with one of the authors called Rob Watts, Rob persuaded Jim that writing adventures was even more fun than playing them. The result was Jim's first game Excalibur followed shortly by The Black Tower.

When Jim was introduced to Infocom he suddenly realised what it was all about. The room descriptions, the sophisticated parser, the difficult problems and the element of humour. Since then he hasn't been bothered playing any game unless it is an Infocom, the only exceptions have been Guild of Thieves and Jinxter but neither of these impressed him terribly. I asked Jim which Infocom game was his favourite, this was very difficult for him as the Zorks occupy a special affection because they were the first, while the Enchanter trilogy were also favourites. Eventually Jim decided that his all-time favourite was Trinity and the most difficult he has played to date was Beyond Zork.

In his earlier adventures he had been severely limited with the amount of available memory, then when the Amiga appeared it was always in the back of his mind to have a go at writing one as near to the Infocom style as possible but to not actually copy them. So, in January of this year he started, the result was The Golden Fleece. When I first wrote to Jim I learned that he had just started his next adventure The Holy Grail but as I write this I am currently testing a pre-release copy and I can tell you that it looks very good indeed.

If you would like a copy of The Golden Fleece then send a formatted disc with the postage included to:

JIM MACBRAYNE, 27 Paldmyre Crescent, Newton Mearns, Glasgow, G77 5AQ

Then, seeing as this is public domain, if you like the game then send him a fiver. If you would like a copy of his first two games Excalibur and The Black Tower which are also very good considering they were written about 8 years ago, then send a formatted C64 disk with postage to THE GRUE and you can have a copy of each absolutely free as these are also public domain.

AMAZON from Telarium Corporation

Played by NEIL SHIPMAN on ATARI ST

I recently managed to buy some relatively old adventures quite cheaply by mail order and amongst these was Amazon. Reading the blurb on the package I thought I was in for a treat, because Amazon was described as the first computer adventure game to be developed by world-renowned science fiction author, Michael Crichton.

It featured state-of-the-art colour graphics and overlays as well as a phenomenal range of special effects and promised many hours of exciting and intense game play. The elegant game design was said to include text that was supremely imaginative, challenging, and - when you least expected it - witty.

Now I've been playing adventures for too long to be taken in by hype like this, but surely some of the promised wonders would make me feel pleased I'd spent a few quid on this adventure?

Michael Crichton has some impressive works to his credit, being perhaps best known for his novel The Andromeda Strain and as the screenplay writer and director of the film of Robin Cook's book Coma. And last year I'd read his latest sci-fi novel, Sphere, which explored some interesting ideas concerning time travel and the mind.

So some of the author's story-telling ability was bound to show through in Amazon wasn't it? Well the short answer is a resounding NO, but let me first give you the basic plot.

You're a special agent for National Satellite Resources Technology, a top-secret, hi-tech consulting firm with its headquarters in Washington. Something has happened to the NSRT field team operating in the Amazon and, of course, your boss sends you to find out what's gone wrong.

At the airport you open the envelope he's given you and learn that it's thought the expedition has been killed by Huni warriors. A Professor Beneker at the Archaeological Institute in Miami is apparently the world expert on this tribe, so the sensible thing to do is pay him a visit.

When you get there though, the first thing you notice is the police car and the ambulance outside, and his secretary informs you that, horror of horrors, he's just been murdered. His office has been turned over and his notebooks have been stolen.

This is where you meet your fellow traveller, a parrot called Paco, who tells you about the lost city of Chak and who, perched on your shoulder throughout most of the adventure, will often prove helpful. For some reason he has a fear of water, so he won't like crossing the jungle rivers later on - but you'll soon figure out how to handle him.

At Miami airport an agent gives you a backpack which contains many useful items including a computer with which to contact NSRT. On arrival in the Amazon you key in your ID code and learn from headquarters that the Huni cannibals are on the rampage, there are corrupt government troops in the area, Kemani tribesmen may be dangerous and the volcano Macuma is likely to erupt.

From there it's a matter of dealing with all the jungle animals, escaping from the troops, surviving a night on snowy mountain peaks and fighting off the cannibals before you can enter Chai. Once inside the lost city, a search through secret passageways and the successful opening of booby-trapped doors will lead you to a treasure room full of emeralds. Then all you have to do is get out before the volcano explodes in order to be rescued in the nick of time by a helicopter sent in by NSRT.

When you begin the adventure the first thing you notice is how long it takes to load - it's ages before the music stops and you can type in your first command. The second is how laughably simple the graphics are. The pictures of the massacred expedition which you view at the start in the NSRT Control Room and which "no ordinary person could bear to watch" are, quite frankly, pathetic.

Things quickly go from bad to worse as you find that the graphics and much of the text appear very S.....L.....O.....W.....L.....Y - and if you get killed off you've got time to go and make yourself a cup of coffee while the game re-starts.

The parser is a simple two word affair and the vocabulary is quite large, but you still find yourself searching for very specific inputs on occasion. The adventure is fairly easy though, because you are led through it by the information given in the text and by the advice offered by Paco.

And what of this "supremely imaginative and challenging" text? Well, how about "The phone rings--it's Murphy. He wants to see you in his office. It's Urgent." or "You are in a tiny, smelly room."? To say that it's uninspiring would be too kind. In fact it's awful throughout the whole adventure, and Michael Crichton should be thoroughly ashamed of himself.

The special effects are limited to some odd buzzes and beeps plus a few tunes, including a high-speed rendition of the first few bars of Handel's Hallelujah Chorus when you finish. I just said, "Hallelujah," out of relief!

The game is 5 years old, but that's no excuse for such a poor product, particularly when you consider what Infocom et al were coming up with at the same time. Apparently the C64 version of Amazon is enlivened, or perhaps made even more tedious, by a couple of arcade sequences, but these don't feature in the ST version.

Oh yes, you have the opportunity of playing at 3 skill levels too. There are only two small differences between Novice and Seasoned Explorer, and I was so disenchanted by the whole thing that I never bothered to try Expedition Leader!

So, if you get the chance to pick up Amazon for a couple of quid - don't bother. If you want to see what Michael Crichton is really capable of, spend your money on Sphere instead and settle down to a good read.

Character interaction forms an important part of the problem solving. You must converse with several people and ask some of them to do your bidding. In your travels you will encounter a giant, a warlock and a cackling hag before your final battle with the Demigod. Only careful diligence earlier in the adventure will see you triumphant in battle and attaining your goal.

Demigod is a small adventure with less than 30 locations. Graphics accompany about half the locations, but are not particularly inspiring. The adventure is interesting for its novel approach to the control system, although several events in the adventure are quite weak in construction. For example, towards the end you have one adversary in the current location, a further adversary in the next location and yet a third adversary in the next location without any intervening locations where text and/or non-hostile events could have built up the atmosphere and without any reason why these three are placed so closely to each other. Thankfully, the puzzles earn the adventure brownie points by being varied and interesting.

The B-side to the tape contains a free adventure titled 'Micro-drivin' where you are a competitor in a 1984 Island Treasure Hunt. You start the adventure behind the steering wheel/console of your car by a sign showing directions to the A32 and A30. You must visit various locations on the island where clues lead you on to further locations and where objects can be chosen to increase your score. You will need to visit seven locations and locate the seven correct items to win.

Micro-Drivin is a more traditional graphics and text adventure but seemed a little on the basic side. Overall, the Demigod package is cheap for two adventures, although neither of them are world beaters. It's certainly worth a try if this icon/graphic system appeals to you.

Reviewer - Paul Brunyee - Played on a 48k Spectrum.

DEJA VU II (Lost in Las Vegas)

Reviewed by John R. Barnsley - ATARI ST

You're in big trouble, pal! Remember the time when you woke up in the bathroom of that sleazy bar with no memory and found out you'd been framed for Joey Siegel's murder? Thought you could rest easy after clearing your name? Not a chance! Seems Joey, who was working for Las Vegas mobster Tony Malone, left 112,000 dollars unaccounted for upon his demise. Now Malone wants his money and has you figured as the thief. He's sent several of his...er.....friends to 'persuade' you to come up with the dough - or else!!

Deja Vu II is the sequel to Deja Vu: A Nightmare Comes True, the first entry in Icom Simulations award-winning series of graphic adventures (which includes Uninvited and Shadowgate). Once again you play second-rate detective Ace Harding, and once again you start off in a bathroom.

This time you've been kidnapped by Malone's thugs, brought to his hotel/casino in Vegas, grilled, beat up, tossed in a bath and given a deadline of just 7 days to hand over the missing funds. Just to keep you on your toes, one of Malone's boys follows you throughout the game, keeping an eye on your actions and popping up every now and then with grim warnings to remind you how little time is left.

The interface will be familiar from all the previous Icom adventures. On screen you have separate windows for graphics, text, exits, commands, 'self' and inventory. The command window offers eight options - Examine, Operate, open, Close, Go, Hit, Speak and Consume - while the Exits window shows all currently available (and some impossible!) ways of leaving your present location.

Most items shown in the graphics window are really 'there' and can be manipulated with the mouse by pointing, clicking, dragging and so on. Containers of various kinds can be selected and 'opened', bringing up a new window that shows their contents. (Anyone remember 'opening' the corpse of Joey Siegel in the original Deja Vu?!).

To get dressed in the opening scene, for example, you can select the pair of pants, drag them to your inventory window and then Operate them on yourself. Select and Open the pants to find your wallet and some important papers. Operate the cold tap on itself to run some water in the sink, and Hit the mirror for the thrilling sound of shattering glass.

There are also plenty of shortcuts. Double-clicking on most objects will give you a description of them. One double-click on an unlocked door (or the corresponding square in the exit window) opens it, and a second click takes you through it.

Make sure that you take the pants, trenchcoat and cigar ring from the hotel room when you leave, because it locks behind you and you'll need the items later. Stop first to admire the artwork in the Casino lobby, which may give you an important hint on how to win the game, then head for the blackjack tables and look for an old friend (you may have to prod his memory!).

Here, for the first time, you get to see the major enhancement in this second Deja Vu installment: the authors have included some clever animation as found in Uninvited and Shadowgate. The dealer may wink at you before he lays down the cards; later on, you'll watch the trains arriving, gaze at passing scenery through the train window, or see birds flying across the desert.

Speaking of trains, once you've won enough money at the gambling tables you should head directly for the station and travel back to your old haunts. In fact, a better subtitle for this game might have been 'A Tale Of Two Cities', since you spend almost as much time in Chicago as in Las Vegas.

Back in Chicago, you'll return to the scene of the crime (changed in subtle ways since the first Deja Vu) and visit a number of new locations as well. This time your taxi driver is deaf, so you'll need written messages to get where you want to go to. Little by little you'll find evidence connecting the lost money with someone back in Las Vegas, where you must return for the final showdown.

You won't end up any richer, but with luck you may at least escape with your life and if your printer is on when you finish the game, you'll have something to show for all your work. You'll also find the same kind of tongue-in-cheek humour as in the original Deja Vu, and even some of the same characters and locations. The animation and more extensive use of sounds are major improvements, as is the fact that you die less frequently.

There are only a few really difficult puzzles, the worst coming at the end as you try to figure out how to misdirect your enemies. As before, there is an over-abundance of red herrings - many exits that can never really be used and dozens of objects that have no purpose except to clutter up your inventory.

The only drawback with this game is that some commands, 'Speak' and 'Consume' for example, seemed totally unnecessary to complete the game and 'Hit' is only used in a specialised sense for blackjack.

The package comes with general instructions as well as machine-specific reference cards. So, if you enjoyed the first installment of Deja Vu then you should not be disappointed with this one - it's like Deja Vu all over again!

SYNTAX THE DISC MAGAZINE FOR ATARI ST ADVENTURERS

Reviewed by TONY BROWNE

This is not your normal paper and print sort of magazine but a Disc Magazine and aimed at the Atari ST user. The name of this contender is Syntax and in the gray mists of time I think I remember the performance came from Probe about 4 or 5 months ago. So you could say that it is from your magazine that a rival was spawned. Not that I think I will be swapping, I wouldn't think of the idea because what would I have to read in bed at the beginning of each month? There is no chance of moving my computer into the bedroom to read Syntax magazine as a quick divorce would be forth coming if I did! My wife hates the computer now so what would life be like after I did that silly trick? Still, I digress from the point, as I normally do!

Syntax is now on its second disc. They are produced every two months or so. The first was a trial offer of £2.50 but the normal bi-monthly disc is £3.50 each and a little less if you order six in advance. So what do you get for your money?

DISC ONE - JULY 1989 (BLUE)

Screenshots ----- GOLD RUSH, JADE STONE, BEYOND ZORK
Special Feature----- THE SIERRA ON-LINE STORY
Solutions----- DUNGEON MASTER, DEJA VU II, SUSPENDED. COLOSSAL ADVENTURE, WISHBRINGER, GUILD OF THIEVES, GOLD RUSH, SHADOWGATE, A MIND FOREVER VOYAGING.
Reviews----- GOLD RUSH, LANCELOT, JADE STONE, LEISURE SUIT LARRY II, BEYOND ZORK, JEWELS OF DARKNESS, JINXTER, ALTERNATE REALITY: THE CITY, DOMES OF SHATRI-PACK, MANHUNTER: NEW YORK, POLICE QUEST II AND UNINVITED.
Hints----- LANCELOT(ALL PARTS), HOLLYWOOD HI-JINX, LEISURE SUIT LARRY II, THE PAWN, KING'S QUEST IV, STARCROSS, PLANETFALL, LURKING HORROR, POLICE QUEST II.

DISC TWO - SEPTEMBER 1989 (YELLOW)

News----- HELPLINE BY POST AND PHONE, ADVERTS, CONTRIBUTIONS, LETTERS, SALES/WANTS/SWAPS, DISCS AVAILABLE FROM SYNTAX, SOLUTIONS AVAILABLE FROM SYNTAX, ST ADVENTURE LIST.
Screenshots----- DEJA VU II, ZAK MCKRACKEN.
Special Feature!---- THE LOUNGE LIZARD'S TALE, MIKE GERRARD.
Solutions----- LURKING HORROR, BEYOND ZORK, JINXTER, MOONMIST, (Red version), ADVENTURE QUEST, MYTH, BATTLETECH, INGRID'S BACK PT1, DEMONS WINTER PT1, SPACE QUEST III.

Reviews----- DEJA VU II, CORRUPTION, MYTH, PD ADVENTURES, DEMONS WINTER, SPACE QUEST III, WHIPLASH & WAGONWHEEL, BATTLETECH, ZAK MCKRACKEN, SILICON DREAMS, SHERLOCK (INFOCOM), LEATHER GODDESSES OF PHOBOS.

Hints and Tips----- HAMMER OF GRIMMOLD, GNOME RANGER, THE JADE STONE, FISH, LEGEND OF THE SWORD, BALLYHOOD, WHIPLASH & WAGONWHEEL, LEATHER GODDESSES, SPACE QUEST III, CHRONO QUEST, MANHUNTER NEW YORK, BRIMSTONE.

As you can see, this is a very comprehensive list for just two discs.

In fact there is only one byte left on the two discs and the second disc has been packed slightly for more space and the first batch was slightly corrupted and had to be returned to them with a very prompt return too.

I have had no problems with the two discs except that as I very rarely use my TV as a monitor and I use my monitor all the time for both my adventuring and other computer activity, like writing reviews. It became a little bit of a problem to load the disc with the Auto Program loaded. But I like to fiddle around and get things going the way I want them to go, with my Mono Monitor going and the printout of the "Master" file on the second disk, printed out. I got around all the problems and was able to work out just which of the 49 files on the first disc and 55 files on the second disc I wanted to print out or just read. I have also been able to transfer the files to my Protex word processor package by using the converter program with this excellent package to transfer just what I needed to extract bits for writing this article to you.

The reviews are well written and informative, if a little on the short side. But it is early days yet and as more people get to find this new medium for adventure magazines it can only get stronger. The first ones were mainly written by Sue Medley, the co-editor but in the second one they were written by others. The solutions are comprehensive as you would expect. The Hints come in two ways, Subtle or the Sledge Hammer approach which helps things along. The advertisement section cannot be too bad as they have an advertisement for Adventure Probe among their bits and pieces. The letter column is still very small but, again, with time...

The Main Menu screen is business-like and mouse driven. On Disc One the sub menus are "Back to Menu", "Next Page" and "Print File" with "Print Page" added on Disc Two. Each page is loaded from disc to screen which takes a little time for disc access. The whole package is put together using STOS so it goes to show just how versatile this package is and not just for "Shoot-em-Up's".

SYNTAX is Edited by Sue Medley and John R Barnsley and is available from:

Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ



A Rabbit's Tale
=====

"You may be wondewing, master Peter, why I am speaking to you like this. This is only to twy and explain my lamentable absence on the occasion of the departure of Stwombwigner the Gwey and Dimli Gloing for their gweat twip to the west.

"It was not through any decision of my own, I can assue you. As the emissawy for the gweat Windbweaker, leader of all the wizards, I have to be pwepared to dwop ewerything at a moment's notice and hop off to obey whatever his eminence commands. That is the wole of an emissawy, and it is both an honour and a pwivilege to serve one as noble as Windbweaker.

"If I may bwiefly digwess, dear weader, I was chosen as emissawy because of my ability to wead the minds of humans, and some twifling belief that I could pwedict the future through the feelings that I get in the nerves of my paws.

"Where was I? Honestly, I'm becoming as befuddled as old Stwombwigner. Ah yes, my wole as emissawy. I was quite pwepared to come and see off the wizard and Dimli, but just as I was getting myself weady I heard the summons fwom on high and had no choice but to obey. I hopped into the office feeling, as I always do on these occasions, vewy, vewy nervous, and jumped onto the stool that Windbweaker had thoughtfully placed in fwont of his desk. That is a typical example of his considewation for we emissawies.

"'Vabbit', he said (actually he said 'wabbit', but I cannot pwonounce 'wabbit', so it sounds like 'wabbit' to you), 'wabbit, I have a mission of gwave importance'. He went on to tell me that he had been wequested to attend a meeting of some stwiking scwoll makers, but had been unable to go and was thus asking, or at the vewy least telling me politely, that I had to go instead.

"What a meeting! Taxcollector was there, natuwally, as wewpewesentative of the stwiking men. 'How goes it, Taxcollector?' I asked him. 'Just scwolling along' he said, which he seemed to think was vewy humowous. You cannot deal with wuffians like this, let me tell you. Anyway, as a wewult of all this, while you were dwinking in the tavern I was twying to bwreak up a scwoll makers' stwike.

"Suddenly my paws began to twitch, sending signals, and I could see what the future would bwing if the stwike were to continue. Disaster upon us all, but especially for the stwiking men. I told them of my feelings as the nerves of my paws continued to twitch, and as Windbweaker's emissawy they knew that I was telling the twuth. The stwike was over, Taxcollector scowled, and I was vewy weliieved, I can assue you.

"So, while you were enjoying a dwink with Stwombwigner and Dimli, I solved a stwike by giving them paws' forethought.

"Wishing you well

"Windbweaker's Vabbit"



ASK GRUE!

Dear GRUE!

Last month I met someone who called himself The Grue! but he wasn't as terrifying as I'd been led to believe. Could this really have been you, or was it an imposter?

Signed A.FROB.

Dear Frob,

I suspect that you met this person in daylight because if it really was me then it would have been at night and you would have been tucked up in bed fast asleep. So it appears there is an imposter about.

Dear GRUE!

The "POINTS OF GRUE" column in Amiga Action was a great idea, but I have heard that it isn't going to continue. Can this be true?

Signed Andy Mitchell.

Dear Mitch,

YES!

Dear GRUE!

I have just bought my first computer - a second-hand Oric. What Infocom games can I play on it?

Signed A New Adventurer.

Dear New Adventurer,

Alas poor Oric, I knew him well. I rang Activision on your behalf and they tell me that although Zork I has just been converted for the Cray range of computers, they still need more techno whiz things to convert for the Oric.

Dear GRUE!

I have been trying to see what life for a Grue in perpetual blackness must be like by going around with my eyes closed. The trouble is, I keep bumping into things. How do Grues see in the dark?

Signed A Head Banger.

Dear Banger,

Often people feel they have the compulsion to imitate others but in your case you should seek professional psychiatric advice as soon as possible. Before you bump into a London bus.

Dear GRUE!

Could you please supply full solutions, maps, infinite lives pokes and any other cheats, hints and tips for Stationfall, Starcross, Zork I, II and III, Moonmist, Sorcerer, Enchanter, Suspect, Spellbreaker, Hitchhikers Guide, Leather Goddesses of Phobos, Seastalker, Lurking Horror, Suspended, Witness, Hollywood Hi-Jinx and Ballyhoo.

Signed A Friend Of No G.U.E.

Dear Friend Of,

I am sorry to say that we do not give out full solutions but we can help with a few of your other requests. The first and most important tip is to first of all turn your computer on. If this doesn't work try plugging it in. Infinite lives is an easy one, try typing RESTORE then press RETURN or ENTER key. This is most amazing as it works with all the aforementioned games. If you really need maps it is possible to make your own using a sheet of greaseproof paper and a stick of charcoal. But for Zork I, II or III buy a sheet of black card and stick a pin into it then attach a small label to the pin saying I AM HERE. I've just remembered a great hint for you when any problem in the game is encountered, press CONTROL, SHIFT and ESCAPE keys at the same time. If you need more help then you could always phone GRUE!... But then again, don't bother.

FROB OF THE MONTH

By THE GRUE

This time the honour of joining the ranks of Frobs goes to JOYCE FURLONG. Joyce's exploits with Zork III are really a tale of hack/slash and crash or how an adventure gets even.

Joyce's first mistake was when confronted with the cloaked stranger who you're supposed to show compassion to, Joyce at first tried to kill him and I always thought women were the gentler sex! Then she tried attacking him but leaving him alive, when she did this it seemed that the "Old Boy" in the engraving room didn't appear, so thought there must be a connection. Next she thought of only half killing him but when she tried to unmask him he suddenly inflicted severe GBH on her person, resulting in her sad demise. Finally Joyce managed, with Mandy's advice, after many hours of fighting, to get the better of him. The thought of Joyce hacking and slashing her way through Zork III was really funny, maybe she should try Barbarian!

By trying to kill or seriously injure anyone she could find in the game obviously was not to the games liking and this is when Zork III decided to strike back!

The man at the cliff top whom she also tried to kill at first with the staff because she wanted his treasure but the staff got broken in the fight. Thinking she might need the staff later she didn't use it and dropped it. It didn't make the slightest difference... it still got broken, so she generously spared his life. Then she tried to return the staff to the chest from whence it came but it would not fit (how very odd), so she decided to put the waybread in the chest because it was a more hygenic way of carrying it.

Joyce then proceeded to the lake, opened the chest to put the lamp in it and was surprised that "Someone has been here before, there is some waybread under the tree." No wonder she felt so weak lugging all that lot around. Joyce removed the trees and waybread and tried to put the lamp into the chest only to be told that it also wouldn't fit (must have been a huge lamp). Joyce noticed another strange feature at the lakeside, she had to down to reach the balcony and up to return to the lake, as Joyce points out... was the lake supposed to be on the aquaduct???

Zork III was trying hard to get its own back but in the museum it finally managed it. Joyce had seen a hint of mine, to set the dial on the gold machine to 776. Eagerly awaiting some sort of enlightening response and the Zork III, thinking enough was enough... Crashed! Joyce actually thought this was an example of my warped sense of humour, giving people the wrong number for the dial just to make the game crash but she realised that it was just a co-incidence (are you sure?). By this time Zork III had almost won and only a timely intervention from a giant corbie who sent Joyce the whole solution saved the day. (I've been called some things....Ed).

Even with the whole solution Joyce was still not having much fun with the game and thought the puzzle room was an extremely boring place and if she hadn't found her way without the solution the C64 would have gone through the window. She did find her way to the room behind the mirror via a hint in a magazine and once again the C64 nearly suffered severe damage, in what she calls another boring place.

We can only wonder what Joyce might have actually done with the rest of this game without the solution but just thinking about it makes me gurgle. Because not all of Joyce's exploits were entirely her own fault although it seems better when the adventure does it to you, she has been given a one off award to acknowledge the fact.

I give you JOYCE FURLONG - TREBLED FROMP

PAWS for Thought - By Larry Horsfield

In the September Probe, I told you how I included a "resurrection" option in my adventures. I thought at the time that it worked O.K., but while playtesting the 128k version of Starship Quest, a couple of play-testers found that you could ignore the prompt "Do you want resurrection?" and continue playing, so long as you didn't type "Y" or "N"! Also, at the start on board the spaceship, if you reply "N", PAW thinks you are trying to move NORTH and prints a message about using shipboard terminology! Old Thick'ead 'ere hadn't thought of this, so I had to see how I could prevent all this happening! After a "pause for thought", the remedy was quite simple.

First of all, instead of a noun, the word Y/YES should be inserted as a verb, and instead of being a synonym of N/NORTH, the word NO must be inserted as a separate verb. Let's say that we have made Y/YES verb 100 and NO verb 101. Where we have the entries * Y & * N, (at the bottom of page 16 in the P.F.T. article) these should be inserted as Y * and NO * respectively.

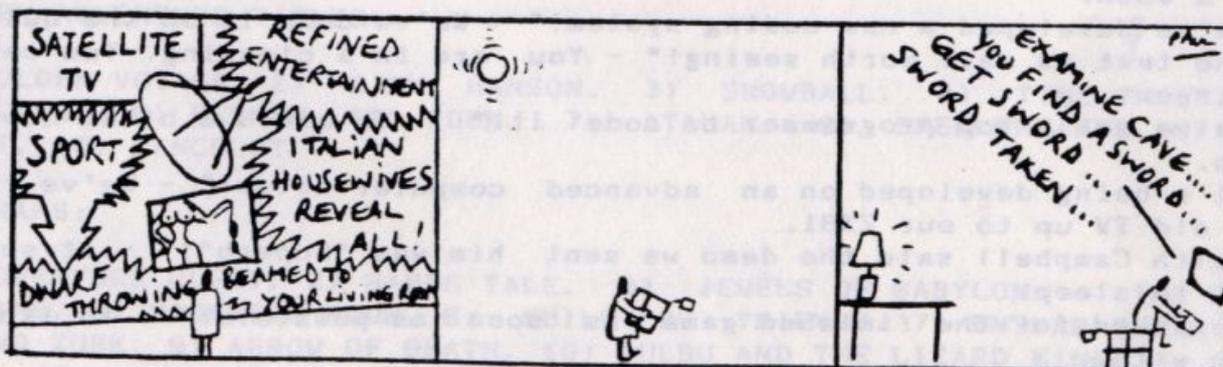
To prevent the player ignoring the resurrection prompt when they get "killed", you need the following entry right at the beginning of the Response table. If you already have any entries using the double "star" title, i.e. * * , then insert the following entry as * * 0:

* * NOTZERO 250 NOTEQ 33 100 NOTEQ 33 101 PROMPT 60 DONE

This entry means that if any verb other than Y/YES or NO is inputted, then only the resurrection prompt is printed. It is very important that you must point out to the player, in your playing instructions, that he/she must reply "NO", rather than just "N", when the resurrection prompt appears.

I must assume from the complete lack of letters from Probe readers that none of you has any problems with PAW programming. Therefore it seems pointless carrying on with these articles! If there are any Probe readers who DO find them useful, and would like me to continue, then for heavens sake put pen to paper - or fingers to keyboard - and let me know!! If you do want the articles to continue, I'd also also like to know WHAT subjects you'd like me to cover. Please write (or phone) to:

40 Harvey Gardens, Charlton, London, SE7 8AJ. (Telephone: 01-858-1532)



PAUL CARDIN

THE ADVENTURE THAT GOT ME HOOKED

By LARRY HORSFIELD

It was in 1985 that I first loaded an adventure into a computer. I'd just been made redundant (yet again!) and faced the prospect of another period of unemployment. So I decided to buy a computer and ended up with an Acorn Electron. Despite the fact that it has been poorly supported, I still think it is a very good computer. Mind you, I must confess that I only use it as a word processor these days. One of the five games you got free with it was SPHINX ADVENTURE. My children had been playing space invaders on the computer most of the time, with me helping of course, but I decided to load in SPHINX, just to see what it was. I wandered about a bit and manipulated a few objects before I got the hang of what it was all about. Of course, I got stuck and spent hours typing in all sorts of things before finally giving up. Then I happened to see a copy of Electron User in W.H.Smiths and picked it up. Flicking through it, I came across the adventure pages, "Merlin's Cave". Whoopee! In it I found the answer to my problem and away I went!

I'll always remember one night when I was wandering aimlessly around the mazes - the Iron Passages, Coloured Rooms and the Crossroads, which are all inter connected and total about 40 locations at least! I had the computer plugged into the b/w television in the kitchen (coz the wife was watching the colour set in the other room) and suddenly, I found that I'd got out of the maze to "the foot of castle hill." I went absolutely bonkers and leapt around the kitchen shouting "I've found it!!". The wife came in to see what all the noise was about and asked me what I'd found. "The Vampire's castle, of course!" I replied. She looked at me with the kind of look that says "He's finally flipped his lid!". After I calmed down I started exploring the vampire's castle, and eventually got killed. Now, Sphinx Adventure was a bit primitive, as it didn't have a SAVE facility and you had to restart from the beginning each time you loaded up or got killed. I restarted and got to the place where you enter the mazes, when it dawned on me that I didn't know HOW I'd got through the maze!! It wasn't until a week or two later that thick'ead here cottoned on to the idea of dropping objects in each new location of a maze in order to map it. Once I'd sussed that out, it was easy and great fun. I still enjoy mapping mazes to this day!

ADVENTURESPEAK

By CHRIS HESTER

"The plot's original!" - It's a dragons and wizards fantasy game set in a wood.

"We've developed a new coding system!" - We've done it on the Quill.

"The text is well worth seeing!" - You are in a clearing. You can see a tree.

"We've got a top programmer to code it!" - We asked a bloke down the pub.

"It's being developed on an advanced computer setup!" - We've rigged an old TV up to our ZX81.

"Keith Campbell said the demo we sent him was "Superb"!" - at sending you to sleep.

"He asked for the finished game as soon as possible!" - To line the bin with.

"The follow-up will be a single 200K load!" - on a Spectrum 48K.

PUZZLE PAGE

CHRIS'S CRAZY QUIZ PART 3!

Devised by CHRISTOPHER HESTER

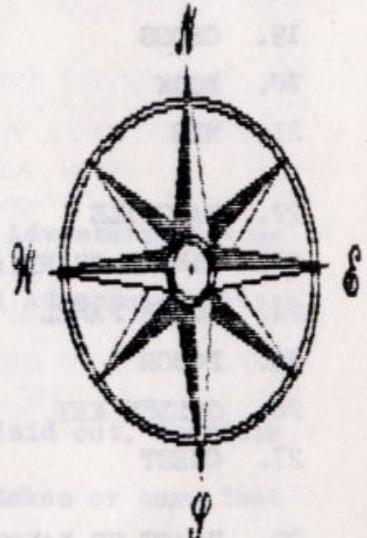
- 1) What do the initials stand for in the Atari ST?
- 2) For which game did the advert proudly state "We've designed an adventure and destroyed the text!"?
- 3) How is the name AMSTRAD derived?
- 4) Which adventure company were responsible for "The Secret Diary of Adrian Mole Aged 13 3/4" and which software house released it?
- 5) Over the last year, what went cream, lemon, pink, lemon, pink, green, pink, cream, blue, pink, green and yellow? (Yes, this is an adventure question!)
- 6) Name the three books based on the "Zork Trilogy", and which member of Infocom wrote them?
- 7) What's the connection between "The Runestone of Zaobab" and pop group 10cc?

Answers next month

Answers to last months puzzles:

WORD LADDERS:

AXE	MAP	LAMP	ROBE	SWORD	PLANK	TINDER
ale	mat	lame	lobe	swore	blank	binder
all	met	lace	lone	shore	blink	bidder
ell	get	race	long	chore	slink	bidden
ELF	GEM	rape	ling	chose	stink	midden
		ROPE	RING	chase	stick	madden
				CHASM		madder
						LADDER



HIDDEN ADVENTURE TITLES:

- 1) GOLDEN VOYAGE. 2) RICK HANSON. 3) SNOWBALL. 4) TIME THIEF. 5) STARCROSS. 6) RETURN TO EDEN. 7) ATALAN. 8) SPELLBREAKER. 9) THE BEAST. 10) LANCELOT.

ANAGRAMS:

- 1) ADVENTURE QUEST. 2) BARDS TALE. 3) JEWELS OF BABYLON. 4) THE TIME MACHINE. 5) MAGNETIC MOON. 6) GUILD OF THIEVES. 7) ENTHAR SEVEN. 8) BEYOND ZORK. 9) ARROW OF DEATH. 10) BULBO AND THE LIZARD KING.

SECRET OF LITTLE HODCOME

OBJECTS AND USES - BY ALF BALDWIN

1. CABBAGE, PISTOL,
PINE CONE, DILL,
THYME, NIGHTSHADE Not required
2. VINES Climb them to find a nail.
3. NAIL Scrape cracks at well to prise a stone loose.
4. STONE Break window of garden shed with it.
5. BRASS KEY Unlocks front door of cottage.
6. ROPE Throw it to climb out of crypt.
7. LANTERN Light in dark locations.
8. STEEL KEY Unlocks back door of cottage.
9. PLANK Lay it across the gorge.
10. MISTLETOE Gift for the Celtic warrior.
11. MATCHES To light lantern. Buy them at the Inn.
12. VICAR Buy him a beer for information.
13. LOCALS Talk to them for further information.
14. CASKET Opening it scores 10 points.
15. LADDER To climb back into study through trapdoor.
16. SLAB Slide it to one side to reveal steps down.
17. RAT Clue to wall that will move if pushed from the other side.
18. PHIAL Fill it with Holy Water.
19. CROSS Can be worn as a talisman.
20. BOOK How to defeat Xanos.
21. RIB To pierce heart of Xanos. Dig in grave to find it (must be carrying mistletoe).
22. GARGOYLE Turn it to open secret door.
23. WINGED GUARDIAN Throw phial of Holy Water at him.
24. LOOSE PANEL Pull it to find pouch.
25. POUCH Contains golden key.
26. GOLDEN KEY Unlocks chest.
27. CHEST Contains jar with heart of Xanos inside. Break jar to get heart.
28. HEART OF XANOS Take it to the right location then pierce it with the rib. Throw heart down well to finish the game.



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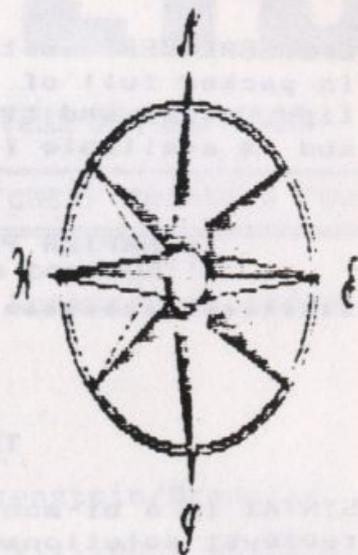
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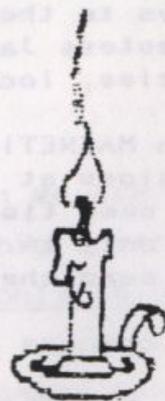
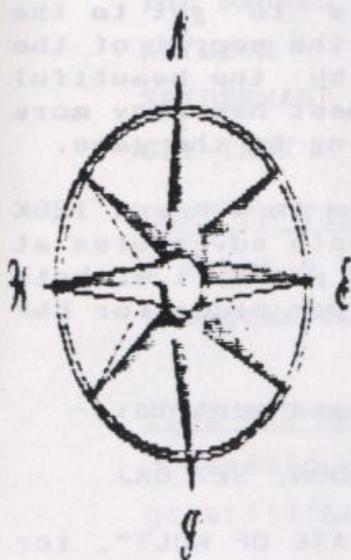
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LETTERS



The October Probe provided a great deal of stimulating thought for the old Amster brain. On the first quick read through, the magazine appeared to contain a variety of opinions and un-related topics, articles and letters which were all very well written and all demanding careful consideration and even a reply. But where to begin and what to mention, when the list is so long? It was only when I started to type this that I realised that some of the questions contained there own answers within the pages of Probe. More and more I found myself cross-referencing a letter to the editorial, an advert to a letter and so on. See if you can follow my brain as I take you for a wander back through the October Probe.

Ok lets start with the editorial. Was that a picture of The Grue at the top left? Leaping forward to the letters pages (I will come back again, later on) I was intrigued by John Widney's emotive letter. As an owner of an Amstrad, I know how he feels when software houses turn their backs on you but I think John has got the wrong end of the stick. It is not pirates that are causing him problems, just pure greed by the software houses. They would much rather charge you three times as much for the same game by only producing a 16 bit version. If you believe that ST software can't be copied and pirated, then I've got some more bad news for you, but at three times the profit, they don't care so much! This then ties in nicely with Mandy's bit about Level 9 dropping the 8 bit machines. Level 9 though are going even further. They are also dropping the traditional text adventure for graphic only, JOYSTICK operated. YEUK! Mandy's comment "I appreciate they have to move with the times but..." hang on a minute! Who decides that we have to move with the times? Just take a look at all the "Trade" adverts in Probe. Not many graphic/joystick games there. Look at the "In Touch" page. Lists and lists of games wanted by customers, willing to part with their hard earned cash. What are they looking for? Traditional TEXT adventures! So come on everybody, lets tell these software houses what WE want to buy and not just slavishly follow every new more expensive trend that they wish to force on us. I know that JRB doesn't agree with me because of his enthusiasm for Space Quest III. If you study his review you will discover that he uses two pages to describe the graphics and the MUSIC? and the special effects and the arcade game but tells us nothing about the ADVENTURE. Now you may consider me to be a Luddite, but I know what I like and that is a good puzzle. It seems to me that the special effects are becoming more important than the adventure and that has to be a bad move.

Which takes me nicely onto the point made by James Donaldson. (Are you keeping up with me so far? Good.) James wanted to know why aren't there any maps printed in Probe these days. Mandy replied it was because of a "gentlemans agreement" between Soothsayer and now Spellbreaker. Fair enough I thought until I remembered that I don't buy the other mags, only Probe. As you can see in the editorial (I'll wait here for you while you have a quick look) Mandy is a great believer in complaining to the editor if you disagree about an editorial decision. So to all Frobe readers who don't buy Spellbreaker, I'll say this. If you want to see Maps and Solutions printed in Probe, THEN WRITE TO MANDY AND TELL HER SO. If the demand is there, she will respond (won't you Mandy?)

Ho hum, thats me in the dog house for sure. Still never mind, I'm enjoying myself now. The next connected item that leapt at me was the

vast amount of "trade" advertisements for Spectrum games, followed by a whole page of Amstrad buyers searching for games to buy. Now I can see a simple solution. Would all the Spectrum software producers ie:- MENTAL IMAGE, TARTAN, ZENOB1, FSF, GLOBAL, SOFTEL, RIVER, J.MASSON and that's just from the October adverts/reviews, would they all kindly produce an Amstrad version of their games and double their profits over-night? PLEASE! Or are you going "to move with the times" and only produce a 16 bit version?

Finally, a few bits of my own. Happy Birthday Mandy, sorry I wasn't informed of the date. When in 1987, I decided to try to obtain every Amstrad adventure released for the CPC (I'm still trying) I also purchased/was given a vast number of full solutions. I can proudly say, that I only refer to them as a last resort if after trying everything that I can think of. I don't want to appear as some kind of Super-hero but I do have the strength of will to only read the clue I need and refuse to read further and therefore ruin the next problem. This has probably got something to do with the reason why it takes me so long to finish an adventure.

Pity about the 8 Bit Micro Show being on the same day as the Computer Shopper Show, here in London. I would've like to have attended both but I've already got my ticket for the Ally Pally. Anybody else going from here? How many Probe members have got a Modem? Do you subscribe to Prestel? If so, leave me a Mbx on number 011156232 or tell me which bulletin boards you use. How many Probe readers haven't got a clue what I'm talking about and would like me to explain further about Modems, Comms, Mbx's etc? What do you think of adventures via Postman Pat? Are book reviews a good read? Are you sad that this month see's the end of Jack the Hacker? Will I ever appear in Probe again? Did I appear this time? Who cares?

BOB ADAMS, 81 Uplands, Welwyn Garden City, Herts, AL8 7EH

(Of course your letter is in Probe, Bob. I am delighted when someone writes in to express their opinions, and their comments both good and bad. As I have said many times before, this is your magazine and I can only provide the material you want to read when I get some feedback from readers in this way. So if anyone has anything they would like to say in the letters pages then we want to hear from you. I have had a word with Mike Brailsford and we both agree that it is the readers who count so, if you want to see maps etc in Probe then I will be happy to oblige.....Mandy)

=====

I have had a STRANGE ENCOUNTER. One night I was taking a shortcut home in the dark when I was absconded by an Interplanetary Craft! When I came too I realised to my shock and amazement that all the aliens on board happened to be Allan Sugar lookalikes! They said to me (in Martian lingo) that they were all capable of mind reading and thought transfer so I thought "why look a gift horse...." and I asked them what the future held for my Amstrad as far as adventures were concerned. After much concentration they told me they could not say. However they believed that one high warrior of my race could provide the answer. The person in question was known as Mandy Rodrigues, hiding in the guise of Probe. I asked them to all concentrate and send a mind reading wave to you and find out for me. Alas it was no good. It appears you were, at the time, suffering from a huge mental block! *(It happens frequently...Ed)* The next thing I knew I woke up. Was it

a dream? It was so real. So I've immediately put pen to paper and am asking you, Mandy, what do you think? Are my adventuring days with the Amstrad over or is there a future, especially now that Level 9 have dropped out as well?

JIM STRUTHERS, 112 Disraeli St, Cowpen Quay, Blyth, Northumberland.

(What a nightmare! I sincerely hope that the Amstrad will not be ignored by the software companies. All we can do is to put as much pressure as possible in the form of letters, phone calls and the like and let the software companies know how we feel about the situation. To cheer Amstrad adventurers up a little there is some good news. Ken Bond has written two excellent adventures entitled The Island and The Base which are available for the Amstrad 464, 6128 and PCW (disc only). I've seen them and can heartily recommend them. Even better news is that they are Public Domain and will be yours in return for a formatted disc! Reviews will be appearing soon in Probe so watch out for them. These can be obtained from Ken Bond, 17 Adel Park Gardens, Adel, Leeds, LS16 8BN. State which format required.....Mandy)

=====

I hope I am not too late to issue a WARNING to your subscribers. I answered J. Masson's advertisement in the last issue of "Adventure Probe" for 4 Spectrum adventures for £3.00. It seemed a reasonable price for four adventures, although at the time I did think the titles sounded rather familiar, but could not place them.

The adventures came with a nice letter. My pleasure soon turned to SHOCK, DISGUST and AMAZEMENT when I realised that my new games were in fact Mission X and Castle Adventure by Walter Pooley and Shipwreck and Crown of Ramhotep by Tom Frost. I bet they will be annoyed when they find out!

I have since received a refund and a letter of apology of sorts from Mr. Masson. Apparently he wasn't aware that they were someone else's adventures!!!

This is outright PIRACY for monetary gain, and for the sake of all the honest, hardworking, home producers, it must be stopped NOW. A good deal of trust has been established via "Adventure Probe" and we cannot allow it's excellent reputation to be sullied by one rogue.

I urge anyone else caught by this fraud to contact either myself or Mandy; as it cannot be allowed to happen again.

BARBARA GIBB, 52 Burford Road, Liverpool L16 6AQ.

(I was absolutely horrified when this matter came to light. Thankfully it was discovered within a matter of days of the advertisement appearing in Probe and, needless to say, the ad has been withdrawn and any back issues of the October Probe will be amended. If anyone has replied to this advertisement I am assured that their money will be refunded immediately. Stricter laws governing software piracy came into force on 1st August of this year but, as we can see, it can still happen. It is harmful to everyone concerned but is particularly so when it involves the small home-based companies who work very hard to produce good quality adventures for very little profit. Is it any wonder that some of these authors give up in disgust when this kind of thing happens? Every effort is made to ensure that advertisements

appearing in the pages of Probe are above board but, as in this case, it isn't always possible. My thanks to all the readers who spotted this and brought it to my attention. I will try to ensure that this doesn't happen again and would be extremely grateful if any reader has reason to suspect piracy of this nature in future to let me know at once so that appropriate action can be taken. As far as Probe is concerned, let me make it clear that Software Piracy will not be tolerated.....Mandy)

=====
Recently I advertised a tape containing four adventures in it in "Probe".

Unknown to me, the ideas (storyline etc) contained in the adventures were not totally original.

I would like to apologise to everyone concerned for the upset caused by this.

JAMES MASSON, 13 Gleneagles Ave, Glenrothes, Fife, KY6 2QA

=====
Congratulations on a great magazine! I only wish I'd found out about it earlier (like about 3 years ago!). I've been adventuring since I got my first computer, an Acorn Atom (remember them?) in kit form with an 8K memory upgrade (4K for programs, 4K for graphics). Then I had only Atom Adventure which turns out to have been a cut down version of Colossal Caves, but I knew little of such things back then. I finished the game quickly but didn't follow up the adventure bug I had caught due mainly to lack of money/memory etc (all the usual excuses).

Later in life, my computer was "upgraded" (i.e. swapped) for a BBC "B" with a colossal 32K! Classics such as Philosopher's Quest, Acheton, Dungeon Adventure, Colossal Caves etc soon entered my software collection and I was hooked! But I couldn't play the adventures I yearned after.. Zorks I-III, Hitchhikers Guide, Asylum and Deathmaze 5000 never made it onto the Beeb (at least as far as I know) and so I made do as best as possible with the available games.

Now at last, I have an Atari ST and can play them (well, the Infocom's anyway). I couldn't believe my luck when I saw the advert offering them for £6!! But, on to the main point of this letter - I still haven't come across Deathmaze 5000 and Asylum I and II, originally for the Apple. Were these games never converted to the ST? Of so, where can I get them from?

MARK BRADSHAW, 29 Gladstone Place, Woodside, Aberdeen, AB2 2RQ

(I have searched through all my software lists but cannot find the programs you are looking for under Atari ST software. I would be grateful if any reader who can help out with the necessary information could get in touch with either Mark or myself.....Mandy)

=====
As some of the Probe readers may have noticed, a new magazine called Amiga Action was published in September. In this publication there was an adventure column entitled "Points of Grue" written by The Grue, as it turns out this particular Grue was a fake.

There has been lots of phone calls and letter writing to various people from the Grue household since the arrival of this publication but in a short period of time we and I do mean WE, have turned this

sad situation around.

Being a Grue means a lot to me, silly as it sounds, anyway, who else would call his pet cockatiel...GRUE and teach him to say "Hello Grue" etc.

Now if I can be serious for a minute (very difficult) I would like to thank everyone who wrote or phoned to Amiga Action. Mandy needs to be thanked doubly not only for her help over the who is the real Grue issue but also for allowing me to write whatever I want for Probe and actually printing it. Special thanks to Neil the frob Shipman (thanks mate), Jason Dean, Adrian McGavock, Mike Brailsford, Pete Gerrard, Allan Phillips and the person who writes for Amstrad Action (don't know your real name). I suppose I must thank Mrs Grue also for her continuing support (I always knew she was mad!).

So once again the best adventure publication has triumphed. Thank you all, Yours Humbly,

THE GRUE!

(I couldn't be more delighted that our Grue has triumphed over the upstart imposter who dared to filch his name. As we all know, there is one, and one only Grue, OUR GRUE! I know who he really is but I am not allowed to tell anyone (sorry folks!). Neil Shipman knows who he is too and has actually met him! (Yes, he did come out of the experience unscathed!). I too would like to add my thanks to everyone who took an active part in the "Hands Off Our Grue campaign". Amiga Action had no time to amend the name name in their second issue but we are assured that the matter will be rectified shortly.....Mandy)

Dear "Tartan-Tam"

Just what the heck is an "open-letter", even a thikko like me has heard of an "open-sandwich" or even an "open-prison" but an "open-letter" is a new one on me. From where I come from, we "lick 'em and stick 'em" and then bung them in the post.

Anyway I just thought I would put you right on who does rule the roost around here and it certainly ain't the silly old fart who spends all his time sitting in the back bedroom he laughingly calls his "office". Geez, if he had his way we would be producing GRAPHIC ADVENTURES and bunging them out at 99p each. Nope, I am the "Head Honcho" around here and don't you ever forget it! Yep, the old MIDNIGHT RAMBLER calls all the shots and always will, as long as there is a sparkle in my green eyes and a twitch in my tail.

As for the mighty EKIM, he ain't as clean as he is painted let me tell you, so any comments he has to make concerning what actually did happen during the IRON JUG awards, need to be taken with more than a bucketful of salt. Do you know that in order to get him to give our recent RETARDED CREATURES and CAVERNS game its "Y.S.MEGA-GAME" accolade, we had to part with four crates of Czech "Buddies" and a picture of Jack Lockerby wearing nothing more than his socks!!! Sheesh, the guy drives a hard bargain... you should have seen what his initial demands were... neither Kez Gray or the R.S.P.C.A. would have allowed it!

By the way, what is 6 inches long, kinda soft in the middle and comes in a "jiffy-bag" ... yep you guessed it, a "white pudden" and the next time you send one of them through the post just remember to feed it first... the damn thing nearly ate its way out of the bag BEFORE it got here!

Must go, I have a couple of "tabbles" keeping warm on a low heat and I don't want them to spoil, so spend the "tips-money" wisely and don't forget to declare it to the Taxman... if you don't, I certainly will Hee! Hee!

Glad to hear that you enjoyed the games but how the ***** did you get your hands on copies of them, you sure as hell didn't buy them!!! ...Now where was that telephone number of the man from "FAST"?

Bye

CAT

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

I was delighted to see that Jim O'Keeffe has given BOUNTY HUNTER such a rave write-up. I thought this game was super, too. I enjoyed Bob Adams "Once a pun a time", which was a fairly good take-off of Pete Gerrard's stories, but I don't think Pete Gerrard need worry about being toppled off his pedestal yet, but Bob definitely is a good punster!

I noticed that Jim Donaldson is asking for help in ROBIN OF SHERLOCK. I tried to figure out why he can't GO NOTTINGHAM a second time, and came to the conclusion that things may have to be done in the correct order, but he doesn't say which way he has gone so far. If he can let me know exactly what he has done so far, I will be able to put him on the right road.

I loved Chris Hester's ADVENTURESPEAK! We all know about the estate agent's exaggerations about houses, but what a novel idea to apply the same sort of thing to adventures!

Altogether, as always, a good, interesting, amusing read - well done, you, especially as I expect that you were so excited about the new house that you could hardly think straight.

JUNE ROWE, 46 Hurdon Way, Launceston, Cornwall, PL15 9HX

I've been meaning to write for ages to congratulate you on such a great magazine. I've been well and truly hooked on adventure games since I bought my little 48K Speccy in 1983, but being a mum with two young children my finances are somewhat restricted and couldn't afford too many games. However - over the last six months things have started to look up!

The telephone helplines have been brilliant. Thanks to Allan and Alf Baldwin (he's so COOL about the whole thing - I ring up in desperation and shower him with thanks when he answers my plea for help - he seems totally bewildered at my excitement!) I think I bemused another person back in April - Larry Horsfield! I replied to his request for female play-testers and I suppose after years of working in an office, my letter did sound a bit like an application for a job. He wrote me a very amusing letter which taught me not to be so formal and that most people appreciate a touch of humour.

I was thrilled to see in the July issue SANDVEN's advert - and sent off for a number of games which arrived in record time and provided me with many hours of enjoyment (and quite a few nights when the midnight oil was well and truly burned!) They offer fantastic value. I have recently contacted Paul Avis whose SPECTRUM ADVENTURE SWAP CLUB sounds a brilliant idea and I am looking forward to joining that. It was my birthday recently and my young sons bought me three adventure games - all by mail-order after seeing them advertised in the pages of Probe. They all arrived safely (The Jade Stone, The Bounty Hunter and The Gordello Incident). Unfortunately, the boys don't offer any help on what they call my WRITING GAMES - they much prefer Yie Ar Kung-Fu, Frank Bruno's Boxing and Ninja Scooter Simulator - ah well, each to his own! I started off with the Jade Stone and thoroughly enjoyed part one.

One last query, way back in 1985 my husband bought me a brilliant present. It was called ADVENTURE PLANNER - for the adventurer and the adventure designer. Basically, it was a pad containing 50 sheets of paper - each mapped out into 154 locations with a space to write details and notes about the game being played. It was produced by some people called PRINT'N'PLOTTER PRODUCTS, 19 Borough High Street, London SE1 9SE - designed by Ian Ramsay. Sadly, I don't think they exist any more - they're not in the London phonebook. Can you let me know if you or anyone else knows of a similar product which is currently on the market - or, perhaps, let me have some tips on the best way to map games - I'm currently using a little exercise book - hopeless!

ALISON MARTYN, 20 Millbank, Burgess Hill, West Sussex, RH15 8DD

=====

As a new adventurer I first got hooked on the DOOR GAMES by TOM FROST (ideal for beginners), followed by GLADYS AND GERRY OFFICERS' games (SHIPWRECK, CASTLE EERIE, etc). Those are on the same tape as Door Games by TARTAN SOFTWARE. I played DOUBLE AGENT by Tom Frost, excellent game which I completed with Tom's help and patience (great guy).

I am now playing JACK LOCKERBYS' games as advertised in Probe (River Software). Thanks to DOREEN BARDON and ALF BALDWIN whose invaluable help made it possible to enjoy and complete these games (especially Doreen). These games are a must if not already played. Also I am playing GORDELLO INCIDENT by Tom Frost. This game is very addictive and amusing as you have probably read in Probe. Of course, being a beginner I must admit that I am struggling, but after all, that's the fun and challenge of all adventure games.

KEITH BURNARD, 206 Cranford Lane, Heston, Hounslow, Middlesex, TW5 9JD

=====

As you know, I run a small, friendly swap club for Spectrum Adventurers and my reason for writing is that I could do with a few more new members. I can now offer two services: (1) for the person who likes to do a regular monthly swap or (2) an "instant swap" for those people who just want to do a swap now and again.

All you have to do is send a list of games available for exchanging, a list of games that you don't want, and a list of games you would like and of course, your name and address, and I will do the rest. I will

do up to two swaps at a small charge of £1.25 for one or £2.25 for two swaps.

So come on all you adventurers, don't leave those finished games on a shelf gathering dust, let's get swapping, you won't be just helping yourself but also giving another adventurer some pleasure and helping them.

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

(Paul runs an excellent swap club and offers first class service for a minimum charge. As with all clubs of this kind, the more people joining the wider range of adventures there will be to choose from. Paul doesn't mention all the little extras he offers but I know that he goes out of his way to help provide hints, tips and solutions whenever he can. He is building up quite an extensive library for "instant swaps" so why not get in touch and see what you are missing? Full details are available from Paul.....Mandy)

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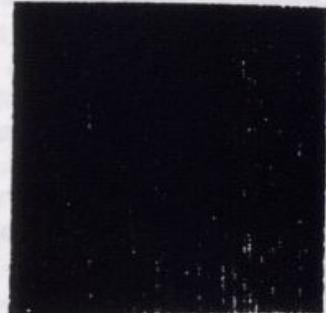
The following letter, written in large purple crayon, arrived on the doormat the other day. It seems to be from one of my favourite droids!

Dear Adventure Probe,

I am writing to include a photograph for the "Guess who this is?" section of Probe. Unfortunately the light blew so the photo isn't too good. Can Floyd say that he isn't Clive Swains friend anymore. Floyd is very intrigued by Grues and will try to capture one for examination soon.

This brings me to my problem - what bait do I use and how big a cage? I thought of a bird cage and seed but I'm not sure - Plato would know.

Confidential bit: Floyd is not my real name. It is B-19-7 but don't tell anyone as I'll get into trouble as I shouldn't be writing to MUD. Floyd regularly visits MUD at an address in Leeds, but if I'm not there try space station 43, Resida sector (Western spiral arm). Before I go, I thought I beat my record in paddleball yesterday but I didn't. How about a Floyd only issue? Love to all ('cept Grues),



FLOYD

FLOYD (I'm not a nerd am I?) X X X

(I doubt very much if the readers could take a "Floyd only issue" of Probe! Now I would love to discover who Floyd really is (and I'm not fooled by the B-19-7 bit either). All Probe readers will know that I would love a Bendy Floyd but certainly not one that answers back! I get the sneaky feeling I haven't heard the last from this droid!....M)

=====

First, I hope that your move went OK and without too many problems and that you are soon settled in and organised. In the latest issue of Probe you were commenting on games that people didn't seem to have finished i.e. Macbeth. I have this game and have completed part one but parts 2, 3 and 4 elude me. A few other games that I have that I cannot complete and never see a solution for, or hardly ever see a hint or tip for are: CATACOMBS, NOT A PENNY MORE, ASYLUM, CAUSES OF CHAOS, BLACK TOWER, STAR TREK 2 AND 3, MINDFIGHTER AND DESTINY. Maybe

you can put a plea out in Probe to find out whether anybody has completed these games. I'd love to know.

Why is it that the majority of adverts for games in Probe are mainly for the Spectrum. Doesn't anybody out there do games for the humble C64 anymore? They seem to be few and far between. Even Jack Lockerby has stopped doing them for the C64 and I thoroughly enjoyed his games when they were available for it. Heard any reports on Scapeghost yet?

VINCE BARKER, 4 Brae Head, Eaglescliffe, Stockton, Cleveland.

(Latest news on Scapeghost is that it is due out any day now. I haven't received the review copy yet though. There do seem to be more Spectrum authors out there, perhaps C64 authors need a little urging to get back to producing their adventures. For those C64 owners who would like to play Jack Lockerby's adventures - perhaps if you write and ask Jack nicely he might just make a few exceptions. Also, for anyone who would like to try some golden oldies for the C64 then I believe that Grue will be able to supply Black Tower and Excalibur. Contact him for further details.....Mandy)

HELP WANTED

"I urgently need help on CURSE OF THE AZURE BONDS which is a Commodore 64 Role Playing Game. I have problems concerning training and character progression and would love to hear from anyone playing the Commodore version of this game so that I can discuss these problems with them."

If you can assist then please write or telephone:

DAVE BARKER, 10 Lismore House, Linden Grove, Nunhead, London, SE15 3LG
Tel: 01 732 1513

NEWS



Following the review of A LEGACY FOR ALARIC in the last issue of Probe, Palmer P. Eldritch (no, it isn't his real name, but don't ask me to tell you what it is as I'm sworn to secrecy!) tells me that the provisional release date for part two will be around Christmas. He thinks that the 20 points that Sue couldn't find could be as follows: Searching the nut in the tree to find the seed gives you 5pts. To get it out of the forest you will have to rub it in the fertiliser for another 10pts. The other 5pts can be found if you examine the habit which is hanging on the bush. You will find some tights and the points too.

COMING SOON to a letter box near you, is almost certainly the best adventure book ever written. Well, this year anyway. Called "ADVENTURES ON THE SPECTRUM". Written and published by Mike Gerrard, adventure columnist on Your Sinclair, Zero, Goat-Breeders' Gazette, What Wombat? and other publications, it is a 128-page paperback packed full of chapters, paragraphs, sentences, words... and free punctuation with every copy! ADVENTURES ON THE SPECTRUM will cost £4.95 so Spectrum adventure fans are advised to start saving now: it'll be ready in a few weeks. Proper review will follow, providing Mike sends me a copy, hint!



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DAVID GRAY, 34 Hunters Hall Rd, Dagenham, RM10 8JD. Tel: 01 517 0190
 =====

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 KNIGHTMARE, SHARD OF INOVAR, DEVILS HAND, BEHIND CLOSED DOORS III.

What have you got to swap?

GORDON INGLIS, 11 West Mayfield, Edinburgh, EH9 1TF
 =====

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JIM STRUTHERS, 112 Disraeli St, Cowpen Quay, Blyth, Northumberland
 =====

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 the Book of the same name by Arthur C Clarke. I am willing to pay a
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 =====

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COMMODORE 64 ADVENTURES FOR SALE OR SWAP

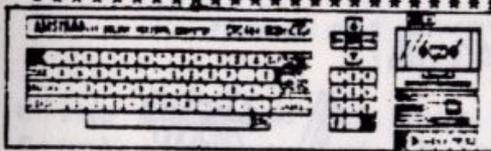
CASSETTE:

STAR WRECK, SMASHED, TERRORMOLINOS, LORDS OF TIME, KNIGHT ORC, SPIDERMAN, BUGSY, FANTASTIC FOUR, MASTERS OF THE UNIVERSE, NECRIS DOME and MAGIK.

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UTILITY 464
By JIM STRUTHERS

I refuse to believe that my poor little 464 is struggling to survive in the world of 16 bits etc. I think it should have a new title, it should now be called a UTILITY. It is such a versatile machine having the following ten uses at least:

- 1) For pushing keys kids love it, they then leave the TV, Video, Washing Machine, stereo etc.
- 2) For filling that empty space in the corner!
- 3) For impressing the in-laws, making them think you are a wizard with technology!
- 4) For inserting objects into the tape deck to see the reaction on screen.
- 5) For putting under the bed when the leg breaks!
- 6) For getting lovely noises, flashing and colour when you type in the following: ALAN SUGAR.
- 7) For catching tea in that is spilt when playing an exciting game!
- 8) For learning a foreign language if you are going abroad, i.e. BASIC.
- 9) For the best way to find syntax errors - frequently.
- 10) For collecting dust when the Hoover breaks down.
- 11) Some people even say that it can be used for computing!

(Anyone else like to tell us of a novel use for their computer?)

DEFINITION OF AN ADVENTURER
By MANDY

An adventurer is someone who spends some time playing an adventure with plenty of disc swapping on the Atari ST then reverts to the faithful old Commodore and promptly buckles up a disk by trying to bung it into the side of the computer!



HINTS AND TIPS

CITY FOR RANSOM

By JIM STRUTHERS played on Amstrad 464

Searching the locks of hair in hairdressers will help.
When you find the vestment, search it.

The razor is useful

Light the candle that you find in church.

The haversack helps you carry more items.

A LEGACY FOR ALARIC (PT 1)

By BRIAN BUSBY played on Spectrum

- INVENTORY - Have you read your mission instructions?
- FOREST - Is there a vacuum underfoot?
- CLEARING - Rest here for an illuminating experience!
- INN - A golden opportunity to gain access!
- TOILET - A visit could stop that sinking feeling later!
- BAR - Does candle-wax create a good impression?
- STABLES - Look for a reward but don't be too inquisitive.
- FARM - Will he talk you into making a delivery?
- ICY PATH - No need to fight your own battles here.
- BAR - Useful firelight?
- BOAT - Don't use one or it will drive you round the bend!
- CELLAR - You must make light work of this location!
- HILLTOP - Another Presidential cover-up?
- STABLES - Definitely an outdoor proclamation.
- TOWER - Alert occupant then join George.
- HILLSIDE - Limb extension prevents circular motion.
- TOWER - Swift handling solves this situation.
- ISLAND - An amazing journey across the lake.



PERSONAL NIGHTMARE

By ANDREAS REUTERSWARD played on Amiga

To enter the registry office, search Mr Roberts jacket at the right time!

Don't let the poltergeist enter the kitchen!

To get rid of the vampire, reflect the daylight with the mirror!

Don't make any noise when you enter Alice's room!

To survive the soldiers, blow the bugle!

JOURNEY

By ANDREAS REUTERSWARD played on Amiga

To avoid loosing the map by the river - Lift Tag over the wave!
Tell the elf by the lake that you are a friend of the Dwarven King!

SOUL HUNTER

By JOHN SCHOFIELD played on Spectrum

Don't show a light near the Bandits!

Dig at the Riverbank.

Give the egg to the Hermit.

Kill the serpent with the trident.

Break the casket with the axe.

Fire arrow to kill ghostly figure.

Give the stones to the people for them to kill the sorcerer,

Carry the wisps of souls to transform zombies into people.

RETARDED CREATURES AND CAVERNS

By GORDON INGLIS played on Spectrum

Examine outside the door thoroughly BEFORE you enter.

Search RUBBISH for useful things.

Keep your boots clean and be good to them at all times!

The Pouch is something you might like (but not a lot!!) it reminds you of the Tardis in a way!!

Do NOT challenge Elf to bum-kicking contest!

When grabbed by the tentacle (sounds painful!) it's best to fib!

BEYOND ZORK

By MANDY played on Atari ST

A little static will get a ring from the Dust Bunny in the lighthouse.

That onion is enough to bring tears to the eyes of the Dorn beast.

Be compassionate to the Minx to get a truffle.

Squeeze the moss to climb the crates in the cellar.

Something sweet in the chalice will capture the butterfly.

Wear the ring to cool your feet when things get hot!

Christmas Tree monsters hate caterpillars.

The compass rose has a great effect on the wind!

The chalice will ward off lightening!

MYTH

By MANDY played on Commodore 64

Climb tree and get your timing right. Jump on the lamb to kill it. Cruel, I know, but it is a great offering for the altar. It also means that you can try to get a coin from one of the souls with rewarding results!

The shield will help you cheat at cards!

HIT

By ALF BALDWIN played on Spectrum.

Treat the mobster to a whisky, on top of what he has already had it will put him out for the count. Wear his suit as a disguise.

Throw the milk bottle at the jail, there is a hammer in the cell which you will need. The file will enable you to escape.

Smash the cement on the feet of the man in the drain. He will reward you with a gift.

Treat the broad in the Shanghai to a beer, then follow her to your car and drive her to her apartment.

From the attic, the telescope will give you a close-up of the man opening the safe in the back room of the Shanghai.

Bribe the man with the \$100 bill to look the other way while you enter the back room. Open the safe to find an envelope.

THE DEVIL'S HAND

By JOAN WILLIAMS played on Spectrum

Give tooth at portcullis.

Wear charcoal to get torch.

Light torch near body.

N.E. in swamp is the way out.

Call grit at crevasse.

Give blue and dwarf will follow.

Leave giant at recent prints.

Fill flask with spring water.



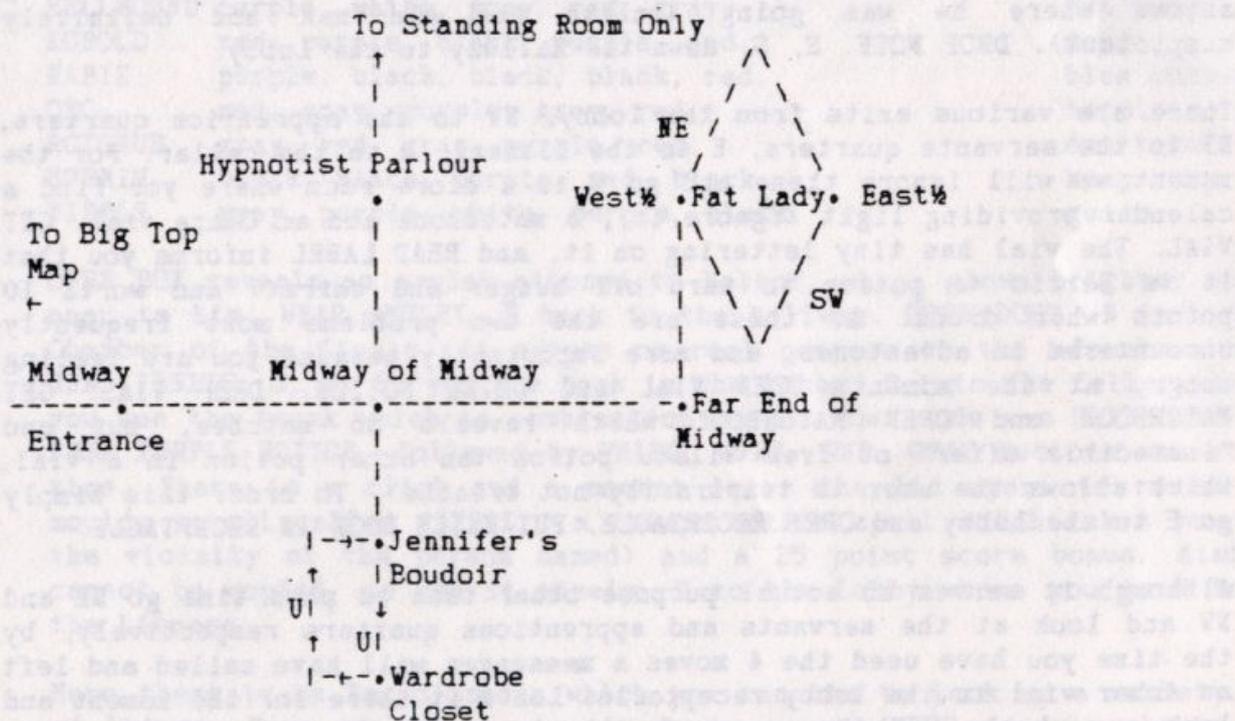
A helium filled balloon floats here, GET BALLOON (and 10 points). W, W, W, W, W, back to the other side and the way D. Dropping the pole in the process, you finally arrive at the ring. GET POLE. S, S, W to beside the big top, where a cheap clown mask lies. GET MASK.

S to the back yard, where a turnstile lies s, ignore it for the moment and go W into the property tent. A gorilla suit and a cardboard cut-out are here. GET SUIT and HIDE, voices can be heard (it is the owner telling a rather inept detective about his daughter's kidnap). WAIT, G, and when they go away, E.

N, N back to the wings, where they have partially dismantled the stands revealing a hole to the NE. You are now under the bleachers, where the ground is strewn with all the dropped litter from the audiences. EXAMINE GARBAGE (gaining 10 points) and finding a ticket. GET TICKET and now you must follow the instructions on it and PUNCH BLUE DOT (to show that you are male, or RED to show female). SW, S, and at the turnstile PUT TICKET IN SLOT.

You are now free to enter the Midway area (see Midway Area Map), E to

The Midway



midway entrance. S to the menagerie, SE to the menagerie nook. LOOK IN CAGE reveals a bunch of keys hanging (out of normal reach) by a ring. GET RING WITH POLE (and a further 10 points), UNLOCK DOOR, NW, UNLOCK DOOR but don't enter yet. N, E, N to the hypnotist's parlour. GIVE TICKET and then when asked what you want, HYPNOTISE ME.

To be continued.....

SERIALISED SOLUTIONS

The Wayfarer's Guide to Sorcerer (part two of the Enchanter Trilogy)

After Enchanter you were elected to the Circle as a fully accredited Enchanter. You have been accorded the honour of a room of your own (unheard of in one so young) and allowed to work as Belboz's assistant. You awake to find yourself alone in the building, Frobar and the apprentices having gone shopping, and the other enchanters being about their own business.

The adventure starts with you awakening from a horrible dream where you are in a strange land and about to be attacked by a hellhound (explore the landscape as you will meet it later). For the moment don't worry about being killed - you will only wake up from the dream. Waking from the dream gives you your first 5 point score.

The next problem is that your light seems to have gone out whilst you slept...never mind FROTZ BOOK (you will take the book to most places with you, and you will find some places where you don't need light. This is why you don't Frotz yourself). GET UP out of bed, in your chamber. W takes you into the Hallway, where a note from Frobar is pinned to the door frame of your room. READ NOTE. It tells you where he and the apprentices have gone and also that Belboz has gone away without telling anyone where he was going (unlike the old man and definitely suspicious). DROP NOTE. S, S, down the Hallway to the Lobby.

There are various exits from the lobby, NW to the apprentice quarters, NE to the servants quarters, E to the Library, D to the cellar. For the moment we will ignore these and go W to a store room where you find a calendar providing light (ignore it), a matchbook and an Ochre vial. GET VIAL. The vial has tiny lettering on it, and READ LABEL informs you that it is Berzio (a potion to ward off hunger and thirst) and worth 10 points when drunk. As these are the two problems most frequently encountered in adventures, and more importantly because you are feeling hungry at the moment, OPEN VIAL and DRINK POTION. DROP VIAL. GET MATCHBOOK and OPEN MATCHBOOK which reveals no matches, but and "incredible offer" of free Vilstu potion (an amber potion in a vial, which allows the user to temporarily not breathe). To order this simply go E to the Lobby and OPEN RECEPTACLE. PUT MATCH BOOK IN RECEPTACLE.

Although it serves no actual purpose other than to pass time go NE and NW and look at the servants and apprentices quarters respectively, by the time you have used the 4 moves a messenger will have called and left an Amber vial in the lobby receptacle. Leave it there for the moment and look around the building more. Perhaps you will find what happened to Belboz. N to the lower Hallway, W into Helistar's quarters where you find a shiny new scroll. GET SCROLL, READ SCROLL reveals that it is the Gaspar spell for resurrection after death. Could be very useful so GJUSTO GASPAR to copy it into the spell book. READ BOOK tells you that you have the following spells already there:

GJUSTO to copy a spell to the book	YOMIE To probe minds
VEZZA to view the future	REZROW to open enchanted objects
FULVER to dry up liquids	FROTZ to make light sources
IZYUK to fly like a bird	GASPAR resurrection spell

E back into the Hallway. (E takes you into Frobar's quarters which contain nothing to help the adventure). N to the Hallway outside your quarters. V into Belboz's quarters where his parrot squawks all sorts of useful information. SEARCH DESK reveals a tiny box, an Infotator (a wheel like device designed to give information) and a locked journal. About this point the parrot squawks "where shall I hide this key". A large tapestry hanging on the wall looks favourite, so SHAKE TAPESTRY. The key falls to the floor. GET KEY (15 points to your score) and GET JOURNAL. OPEN JOURNAL WITH THE KEY. Scan reading the journal you learn that Belboz has been experimenting with a demon called Jeearr. But of more practical use later you will see the code on the inside front cover. This is the opening combination to a chest which we will find later. It is completely random and utilises the colours of the various creatures as a combination. The one used here is Hellhound.

The creatures and colours are as follows:

BLOODWORM	white, gray, black, red, black.	Protection: chives.
BROGMOID	red, purple, red, black, purple.	harmless
DORN	gray, purple, black, gray, white.	run away
DRYAD	black, gray, white, red, red.	harmless
GRUE	black, black, red, black, purple.	avoid dark
HELLHOUND	purple, white, gray, red, gray.	run away
KOBOLD	red, purple, black, purple, red.	dead
WABIZ	purple, black, black, black, red.	blue colour
CRC	red, gray, purple, gray, red.	harmless
ROTGRUB	gray, red, gray, purple, red.	don't eat
SURMIN	black, black, purple, red, black.	keep away
YIPPLE	gray, purple, white, purple, black.	guano

OPEN BOX reveals an amulet attuned to Belboz, which glows brighter when near to him. WEAR AMULET. E back to the hallway. OPEN DOOR. N into the Chamber of the Circle. It serves no real purpose to the adventure but READ TENETS. S, S, S, you are back in the lobby. D into the Cellar where you see the trunk which is combination locked. Our code was Hellhound so PUSH PURPLE BUTTON, followed by WHITE, GRAY, RED, GRAY buttons one at a time. There is a click and a moment later the lid opens to reveal a mouldy scroll called AIMFIZ (a teleportation spell which takes you to the vicinity of the person named) and a 25 point score bonus. Aimfiz cannot be copied, so use it wisely. U to the Lobby where you go E into the Library.

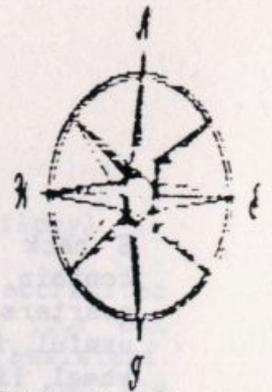
Here there is an Encyclopedia which you can use to look up a variety of of things. More use to you is the Dusty scroll MEEF (causes plants to wilt). GNUSTO MEEF. This is worth 10 points to your score. W back to the lobby, LOOK IN RECEPTACLE, GET VIAL (10 points added to your score). DROP JOURNAL AND KEY. AIMFIZ BELBOZ and you find yourself in the Twisted Forest location of your dream (deja vu!!), with a real hellhound racing towards you. This is not a dream and you could die, so quickly go NE to the Forest Edge. The creature stops in the forest and you are safe for the moment. Score at this point should be 95 out of 400. You could, of course, climb the tree. If you did you would find yourself threatened by a very nasty Boa constrictor snake.

To be continued.....

GETTING YOU STARTED

By VINCE BARKER played on COMMODORE 64

CASTLE DRACULA (Duckworth)



E, GET LANTERN, W, N, GET MATCHES, S, S, S, S, LIGHT LANTERN, S, S, W, DROP MATCHES, S, E, S, E, S, GET PLANK, N, N, W, W, S, W, DROP PLANK (across the abyss), W, GET AXE, W, S, S, GET BOTTLE, N, N, E, E, GET PLANK, E, N, E, E, E, GET WHISKY (in the bottle), W, W, W, N, GET MATCHES, W Hunchback stops you, OFFER WHISKY, LOOK see exit west, W, DROP MATCHES, GET CAN, E, E, E, S, GET NAILS, OFFER CAN armour moves towards you, N, E Zombie flees from the armour, W, W, S, S, GET TIN OPENER, WAVE TIN OPENER armour runs away, DROP TIN OPENER, CHOP PLANK with the axe, MAKE LADDER using the plank and nails.....

NB. Every time the ghost appears then THROW AXE and don't forget to GET AXE each time you do this.

DEVILS ISLAND (Gilsoft)

From the prison cell: UP, PULL BARS, GET BAR, D, OPEN DOOR, W ignore the pie. S. KILL GUARD using the bar. EXAM GUARD, GET KEY, GET GUN, DROP BAR, W, E, EXAM BED, GET SHEETS, KNOT SHEETS, UP, SQUEEZE THROUGH, E, EXAM SACKS, GET TORCH, W, GET SHEETS one pulls away from the knotted sheets, UNLOCK GATE, OPEN GATE, N, TORCH ON.....

DEMON KNIGHT

E, N, N, GET LETTER, READ LETTER, DROP LETTER, W, EXAM KING, GET ROPE, PULL TORCH find a room, GO ROOM, GET LANCE, E, GET BELLOWS, GET BROOM, W, W, GET TORCH, E, S, SWEEP RUBBISH, GET PARCHMENT, READ PARCHMENT in code. DROP PARCHMENT. S, EXAM PATH, SWEEP PATH find tunnel, GO TUNNEL, GET GLOVE, WEAR GLOVE, W, W, EXAM POST you see a rusty key at the top, USE LANCE and you get the key, N, DROP BROOM, DROP LANCE, GET SPADE, S, E, DIG ROAD to find jewelled knife, W, W, OPEN GATE with the key, GO GATE, W, FILL BELLOWS, E, SPRAY SKELETON.....

THE PAY-OFF By NEIL SHIPMAN

E, CLIMB DRAINPIPE, JUMP TO LEDGE, OPEN WINDOW, N, N, D, E, S, GET CUTTERS AND HAMMER AND SPADE, N, W, U, BREAK DOOR, E, EXAM DESK, OPEN DRAWER, EXAM DRAWER, GET KEY, MOVE PICTURE, UNLOCK SAFE, EXAM SAFE, GET LIST, EXAM LIST, N, W, EXAM CABINET, GET FOAM AND DRUGS, E, S, W, D, E, E, S, E, E, S, GET DRILL, N, W, W, S, E, EXAM DUSTBIN, GET MEAT, DRUG MEAT.....

MYTH By SANDRA SHARKEY

In the Tranquil Garden you find a foxglove, a flat stone and a small stone. Get the leaves from the foxglove and, using the small stone, grind them to a liquid on the flat stone. Dip the trident in the liquid. Go to the Hydra and throw the poisoned trident at the ninth head. When the Hydra collapses cut off the ninth head with the trident. Get the head as you will need it for another puzzle later in the game. You can now open the gates and pass through them.....



HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum.
JACK HIGHAM	0925 819631	FRI TO MON 7PM TO 10PM	Spectrum.
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various.
DOREEN BARDON	065 382 509	MON TO FRI 6PM TO 10PM	Spectrum.
		WEEKENDS ANY REASONABLE TIME	
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Various.
MERC	0424 434214	ANY REASONABLE TIME	Atari ST.
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga.
JOAN PANCOTT	0305 784155	SUN TO SAT NOON TO 10PM	Amstrad.
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Amstrad.
NIC RUMSEY	03212 2737	SUN TO SAT 6PM TO 9PM	Various.
REG LILLEY	0392 215521	TUE TO SUN 6PM TO 11PM	Commodore
BARBARA			
BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC.
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	BBC.
DAVE BARKER	01 732 1513	MON TO FRI 7PM TO 10PM	Various.
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad.
ROBIN MATTHEW	0222 569115	ANY REASONABLE TIME	IBM PC
SONZ	0482 654036	MON TO SAT 10AM TO 11PM	Various.

THE GUIDING LIGHT ADVENTURE HELPLINE

0898 338933

Please note that if you ring an 0898 number as above that the costs will be 38p per minute or 25p per minute after 6pm and at weekends!

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than A GRUE! Ring GRUE on 0695 573141 between 7:30pm to 9pm Mon to Fri. Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS, L39 1QH. Please note that GRUE will give help on INFOCOM ONLY!

MANDY'S HOTLINE

If you need to contact Probe please telephone 0492 77305. I will be available at all reasonable times but please try to telephone between 10am and 10pm. If you are telephoning for help on an adventure then please try to phone during office hours as the solutions are on hand during that time.

PLEASE MAKE SURE THAT YOU ONLY RING

AT THE TIMES SHOWN



JACK THE HACKER 8

FINAL PART!

JACK IS MISSING... HIS MUM FINDS HIS COMPUTER LEFT ON, WITH JACK NOWHERE TO BE SEEN... OR IS HE? SUDDENLY HIS FACE APPEARED ON THE MONITOR SCREEN AS IF HE WERE TRAPPED INSIDE THE COMPUTER! BUT THEN...

THE SCREEN WENT BLANK! THERE'S ONLY ONE COURSE LEFT FOR JACK'S MUM...



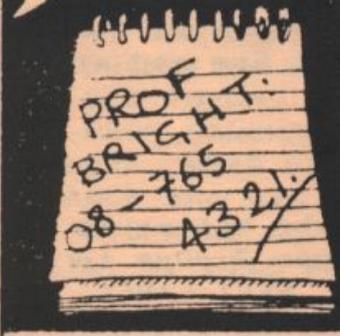
YES MADAM? MISSING SON? I'LL SEND SOMEONE ROUND RIGHT NOW...



THESE WIRES CONNECT TO THE PHONE NETWORK... LOOKS LIKE WE'VE GOT OURSELVES A HACKER...



AND WHAT'S THIS ON THAT NOTEPAD NEAR YOUR SON'S COMPUTER?



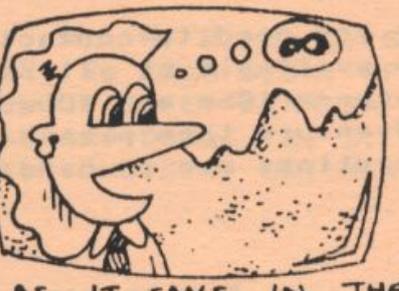
LATER THEN, AT PROFESSOR BRIGHT'S HOME... HOW SHOULD I KNOW WHY HE HAD MY NUMBER, OFFICER? WELL, THEN I GUESS JACK IS LOST FOR GOOD...



BYE, PROF... OH, AND GOOD LUCK WITH YOUR NEW PROGRAM!



AND SO IT CAME TO PASS THAT PROFESSOR BRIGHT'S LIFE-SIMULATING PROGRAM "REALITY" WAS AN ENORMOUS SUCCESS. PROFESSOR BRIGHT MADE MILLIONS OUT OF IT, BUT JACK THE HACKER WAS NEVER SEEN AGAIN... THEN ONE DAY, A USER RUNNING "REALITY" LEFT THE MAIN SECTION AND ENTERED THE WILDERNESS...



AS IT SAYS IN THE INSTRUCTIONS THIS AREA IS EMPTY... OR IS IT..? LOOK!!