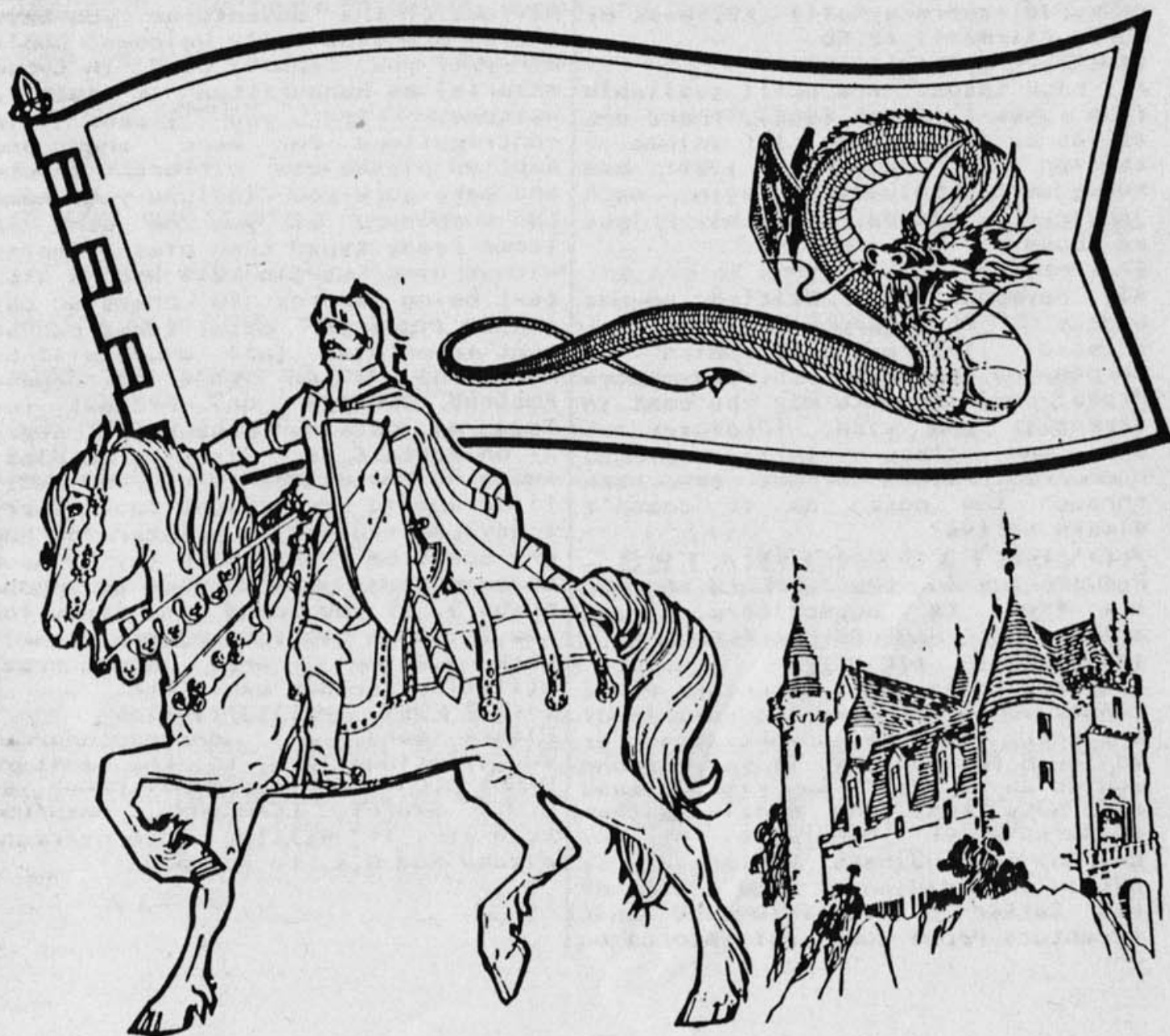


# Adventure Probe

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All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the HALL OF FAME for the subsequent month. CONTRIBUTIONS are always needed and ALL readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. Don't worry if you cannot send in typed material as handwritten is just as welcome. If you send in contributions for more than one section please use different sheets and make sure you include your name and computer. If you do send in items ready typed then please use A4 with a nice margin all around with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). I am able to handle Amstrad CPC8128 on Protext (or Tasword), C64 on Easyscript, Atari ST on Protext or First Word Plus, Amiga on Protext or Kindwords. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSIMILE may be used to send items also (same telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games etc.

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Please send all correspondence, subscriptions etc to the editor: MANDY RODRIGUES, ADVENTURE PROBE, 67 LLOYD STREET, LLANDUDNO, GWYNEDD, LL30 2YP. If writing from overseas please add U.K. to address.

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## HALL OF FAME

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Sincere thanks to the following readers who took the time and trouble to send in contributions over the past month:

BOB ADAMS, DAVE HAVARD, GARETH PITCHFORD, KEVIN MURPHY, MARK ELTRINGHAM, IAN OSBORNE, LES MITCHELL, BRIAN PALMER, KEITH CAMPBELL, PETER KNOWLES, DAVE COX, JILL CARTER, DEREK SHAW, NIC RUMSEY, BARBARA GIBB, DENNIS DOWDALL, PETER KNOWLES, ROGER DOWDALL, SUE ILSLEY, SAND VIPER, CAROLINE JONES, JOAN PANCOTT, KEITH BURNARD, MARGO PORTEOUS, ALF BALDWIN, TOM FROST, KEITH GREEN, TONY COLLINS, JUNE ROWE, STEVE CLAY, JACK HIGHAM, PHIL GLOVER, NEIL ASHMORE, DEREK SHAW, RON SLATER and RON LATHAM.



## EDITORIAL

Welcome to Volume 5, Issue 9 of Adventure Probe.

Another busy month. I must first apologise to you all for Probe being a little later than usual. This was because my poor old, long suffering photocopier died. You will all have probably noticed that it wasn't producing work to the usual standard for the past year or so. This means, of course, that I have had to go out and buy myself another one. The cost of these machines is enormous. We are talking here in thousands, not hundreds, of pounds so I have signed myself up for a loan which will probably cost me an arm and a leg but it was either that or Probe not appearing at all! It also means, probably to the relief of all readers, that whether I like it or not I will have to keep our favourite magazine going ad infinitum in order to pay for it. The delay in getting this issue out to you was having to wait for it to be delivered and installed so my apologies, once again, for the delay. The machine is fantastic, though, and according to the dealers will do everything I need except wash dishes! When it is switched on the control panel is lit up like the cockpit of Concord! Not only will it photocopy but it will enlarge and reduce and will take care of the double sided pages and collate the lot for me - should make life a lot easier in the future!

Anyone who has been worried at the silence from Mark Eltringham and Recreation Re-Creation will be relieved to hear that everything is alright. Unfortunately Mark has been very poorly for a while and has also moved house. All outstanding orders will be dealt with as soon as possible. All reviews that have been received for his games will appear in Probe as soon as Mark is quite recovered. Someone is also on hand to help Mark out so if you have an outstanding order it might be worth while giving me a ring first so that I can put you in touch. I know you will all join with me in wishing Mark a speedy recovery.

Good news on the adventure front from WoW Software. Joan has informed me that Magicians Apprentice and Zebedee Gonig can now be saved to disc (previous disc versions would only save to tape). Well done, Joan, I know it took a lot of work to sort that problem out. Gordon Inglis has also bought the rights to sell eight classic adventures written by Fergus McNaill. More good news is that they will be available for the GI Games special price of £1.99 each! Check out the advertisement in this issue for details of which games are on offer!

Gordon also sent me an item of news which is not so good. Amstrad is believed to have finally decided to discontinue the Sinclair Spectrum, with the last stocks expected to filter through the market this Christmas. Total UK sales of the machine during its nine year history are estimated to be well in excess of one million. Demand for the machine has waned dramatically, however, as consoles have made powerful strides in the games market. Commodore has retained a strong profile for the C64 as the entry level home computer. It will be very sad to see the end of the Spectrum but I doubt that it will effect the adventure scene for quite a long time to come as Spectrum owners still manage to churn out adventures at a staggering rate. The old Oric software scene continued for quite a long time after the demise of the machine itself - alas poor Oric, I knew him well!

That's all I've time for this month, I've got to go and help John tackle this new copier - hope this issue turns out alright! See you all again next month as usual.

*Mandy*



## REVIEWS

### COLDITZ ESCAPE

By Frank Fridd and available from Friddsoft, 107 Primrose Way, Chesterfield, Whitstable, Kent, CT5 3QN. For Amstrad CPC price £2. cassette and £3.50 disc (or send formatted CF2 and £2).

Reviewer *Mark Eltringham* played on Amstrad CPC6128

You play a bomber pilot during World War II. During a bombing raid over Germany you are unfortunately shot down, captured and placed in a P.O.W. camp. Whilst there you become an active part of the Escape Committee and try a number of unsuccessful escape attempts. The Germans, realising you to be a "risky customer", send you to their top security camp, Colditz. This is a two part adventure. Part one concerns your quest to gather enough items of equipment to prepare your escape. This means stealing from and bribing the castle guards, as well as searching thoroughly and meticulously throughout the camp complex. I must make a mention now of the authors care and attention in the planning and layout of the castle locations. The whole area is drawn to scale, that is why there are something like forty locations in the courtyard area alone. It gives the feeling of "being there", Frank has obviously tackled this project thoughtfully and with a great deal of consideration to fact. To continue, in part one, the search resumes for materials to make civilian clothing, you also need to locate the items needed to construct a fake past, a travel warrant and identity card. When these have been accumulated, by fair means or foul, they are handed to the clothing officer and the forger to perform their respective tasks. An interesting sideline in this adventure are the German lessons. You have to have a minimum of six courses in order to escape capture, due to language problems, as you play the second part of this game. Whilst collecting your escape items it is best to enter any of the prisoners quarters locations using the "Go" command. This will take you straight to a number of vital rooms where the objects may be hidden, safe from the Germans clasp.

This entire adventure is written in BASIC and the first part has a number of random elements, there are three German guards who constantly patrol the ground floor level, this includes the courtyard, chapel, office, kitchens, canteen, sick-bay etc. One will throw you into the cells, another you may bribe for essential equipment. For these you will need a good supply of chocolate and cigarettes. They are always found in the Dutch and French quarters. The random movement of Guards and objects may deter some adventures but I must say that it adds to the enhancement of what proves to be a very addictive adventure indeed. When everything has been completed and you have escaped from the castle, part two comes into operation. This is on the "traditional" adventure lines with various obstacles and problems to overcome with travel across Germany using trains and a bit of legwork, to finally reach the Swiss border and then home to England.

This two parter supports multiple instructions and recognises the "it" command. You can also input "go" which sends you direct to certain locations as well as using the "where" command, the latter one shows you the locations of the objects you have hidden. I enjoy BASIC written adventures if they are bug free. My initial review copy had a couple of these plus one or two minor spelling errors but I'm pleased to say these have now been rectified. I found this game very addictive and would recommend it to anyone who fancies a real challenge. Give yourself more than one night to finish it though!

## THE ADVENTURES OF ZEBEDEE GONIG

Written by Darren Thomas and available from WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Cheques etc payable to J G Pancott. Price £2 cassette, £4 disc.

Reviewer *Jim Struthers* played on Amstrad CPC464

A strange tale indeed adventurers! It goes something like this: You are Zebedee Gonig, unemployed gibbet entrepreneur. Having just returned from a 9 month vacation (or drying out period) due to the over indulgence on the demon drink! You recall the golden days when a gibbet like yourself could have such strange titles as EMPLOYED, WORKING or TAXPAYERS ELBOW, however today was different, probably because of the rumour about the elusive "Poll Tax Enforcer" tribe, mercenaries from Burnley. Zebedee mused over this on the first day back home.

So begins the story, then soon after setting off on a walkabout you are given your task. This being, briefly, to do a small job for King Twelveheads of the Course Belch. He wants you to find 10 treasures of the Belch that the Burnley Poll Tax Enforcer tribe have stolen and scattered hither and thither. When and if you do come across them (easier said than done), you are to return them to the Altar of Small Furry Things!

I must admit that the story seems different to say the least. Written by Darren Thomas using the Quill it is his first attempt at an adventure and is text only. All I can say before I go further is, Darren, we want more!

Behind this intriguing story is a superb game that I thoroughly enjoyed playing, while admitting that at first glance it seems a bit of a spoof, and there is some funny parts (exam all for a laugh) the game itself is pretty tough! It contains a small central maze to baffle you but what I really enjoyed was the back and forward content seeking various objects from one place and moving to another to complete the task, just like a busy bee collecting pollen!

Some of the objects you seek to do this are very cleverly hidden, but with some proper logical thinking you can discover them. Objects I feel I should mention (for once) are the pearl, a key and... No! I'm not saying anything else. Why spoil the fun for you all.

The game itself was playtested by our Lorna Paterson and that is a recommendation in itself! You are guaranteed a bug-free and hassle free adventure with Lorna at the wheel. Also marketed by Joan Pancott this team are churning out some real beauties for the CPC and adventurers for this machine should show their appreciation by buying this gem. It's just like the good old days when adventures were a'plenty and this one is a cracker.

I enjoyed it greatly, and for the giveaway price of a packet of ciggs you can't go wrong! Welcome back to the good, old fashioned, brain-teasing, thought provoking, fun-filled beauty. I loved it!

## THE EXTRICATOR

Reviewer *June Rowe* played on Spectrum

I was delighted to be asked to review this game - it's one of my favourites, along with its follow-up *ENERGEM ENIGMA*, and I still bemoan the fact that the "Eighteam", who traded under the name of Precision Games, never did get around to doing a third game in the series. Some people deride "Quilled" games these days, but personally, I can't see anything wrong with straightforward black writing on a white screen, or with the verb/noun inputs which can be shortened to the first four letters - saves a lot of typing!

There is an alternative typeface which some people might prefer - it's a sort of Gothic script which does seem to add to the alien atmosphere although I found the normal typeface more easily readable. Use of just the first four letters might even raise a smile or two, as when you need the sunglasses, and your input is GET SUNG. (It struck me as a good job that in this game there isn't a small obsolete coin which had a robin on it!). Anyway, on with the plot... you have been transported to the surface of the planet Arg, with the intention of rescuing Professor Roberts, a scientist who is being held captive by aliens. Simple, yes? But the game isn't! As you are told in the introduction on screen, to attain your objective you will have to pass through more than one sector, each of which has problems to be solved before you can pass on to the next. There are five sectors - the one you start with, then red, yellow, green and silver. Silver only has two locations - the shuttle deck and the shuttle in which you make your escape once you have rescued the professor, who is imprisoned in the green sector.

Each sector contains the pass which will enable you to use the transporter to move to the next sector, but these are well hidden and protected by all sorts of problems. The first problem occurs almost at the start - you go south until you get to a small hillock, and from there, there's no way to go except back north from whence you came. The answer is in the graphic which appears in the first location - it contains a scarecrow which isn't mentioned in the text. The pictures can be turned off, but there aren't many of them and just in case one contains a clue, it's as well to look at them - at the first time of playing anyway! I would advise new adventurers of a typical "Quill" command which is not used in more recent games; that is GO instead of ENTER, as in GO DOOR, GO TUNNEL etc. There are lots of clues in the text and in the "exam" responses and (praise be) there are no red herrings to confuse the issue. This should make it fairly easy to solve, but it doesn't - the use of some of the objects is not always immediately obvious. Sometimes the answer is just to try everything, everywhere, until it works! Then when it does work you'll kick yourself from here to Christmas because you didn't think of doing that sooner! This is a fun game to play - room to move around and explore, but not too far without solving a puzzle. I think this game must have been quite innovative when it was first issued in 1986 because it has RAMSAVE which not many Quilled games had at that time. This is very useful because the game contains many situations which look dodgy - and guess what? They are! There is also SCORE which shows your progress.

At £1.99 from GI Games (cheques to Sandven Ltd) 11 West Mayfield, Edinburgh EH9 1TF this is a bargain. I thought it was worth the money when I paid £3.20 for it in '86. Why not order *ENERGEM ENIGMA* at the same time. This is even more of a bargain - it was originally £4.99!



## ICE STATION ZERO

48k Spectrum game played on 512k Sam Coupe

£1.99 cassette from G.I. Games

Reviewed by Phil Glover

ICE STATION ZERO is one of the games being re-released by Gordon Inglis. I was pleasantly surprised to find a review copy of the game from Mandy, with an issue of PROBE. Unfortunately, I didn't have any accompanying instructions, but I managed to find out what was happening as I progressed, although I seldom bother reading instructions unless I'm desperately confused.

The game appears to be QUILLed, with two-word inputs with the first four letters of each being read by the parser. Text is black on white 'Spectrum'-style. The plot consists of starting out from a snow-covered tent, then venturing across icy wastes encountering wolves, intense cold, a Yeti, a polar bear intent on G.B.H., looking after the culinary needs of an eskimo and confronting other humans, who are not so friendly as the eskimo. These include cannibals (shades of "The Lost World") Simple, but effective, graphics are used, and can be turned off or on.

The game nips along at a brisk pace, through many easy-to-map locations (happily without any maze). Disaster can often strike within two or three moves, but you can soon get the idea that something may be about to happen, so STORE and CALL as RAMSAVE/LOAD functions need to be used. Most of the problems are logically solved, although I got stuck by a simple puzzle within half a dozen moves. I tried getting into a sledge without any luck, and so didn't attempt to search it. I only examined it. A quick "Thank-you" to Alf Baldwin at this point, for helping me out! Although having June Rowe's 2-part solution from SPELLBREAKER! 3 and 4 close at hand, I managed to complete the game without sneaking a look. I had a day or two off work in which to really get down to the game, and I found it to be an enjoyable and satisfying game to play.

Being produced by QUILL may make the game appear a bit dated when compared to some of the better PAWed games available, but game-play is good, and the storyline is interesting, even if the end result isn't particularly original - You save the World! The game has one or two minor bugs, but these aren't too off-putting. If you go North into a building, you can't go South to leave, but must go Out, and vice versa. The one bug of note was, before I encountered a creature that I wouldn't wish to see on my bird table, I found a spear. When I threw it I killed the creature which hadn't yet put in an appearance, and gained ten points! Scoring can be variable, so don't give up if you only manage to get a couple of points, as you may soon get ten or so.

A little humour creeps into the game on occasion. If you examine a corpse, you're informed it's "seriously dead." If you have a reasonable bit of experience of adventuring, you should have little difficulty with ICE STATION ZERO. I don't know how long ago it first appeared, or who wrote it, but it's a well-written enjoyable game, and many adventurers may care to try it out. It's often a shame when older games are lost, although some may be better that way! This, though, is worthy of reviving.

## CUDDLES

Written by Gary Kelbrick for the Spectrum 48/128 + 2. Available from GI Games, 11, West Mayfield, Edinburgh EH9 1TF - Price £1.99. (Cheques should be made payable to Sandven Ltd.).

Reviewed by Alf Baldwin.

This Golden Oldie now available from Gordon Inglis, was originally released by 8th Day Software under the Powerplay label, on the reverse side of the game H.R.H. In this version, only the loading screen has been changed.

Mummy has gone to the shops and you are sitting in your playpen under the watchful eye of Nanny who is knitting a pair of trendy sky-blue booties for you. You are bored, bored, bored, but there seems to be no way of escaping from your playpen with Nanny watching you closely. A tricky problem to start with but once solved you will be free to wander around the house and the playground. You will find a lot of your building blocks scattered around and you should note the letters on them, they spell out the name of your rocking horse. You will also find your poor old teddy, somewhat battered and minus one arm. Your task is to find him a new arm and make him as good as new. However, it is cold outside and before you can start on your quest, you will need to find something warm to wear. Your romper suit would do nicely but, unfortunately, it is in the laundry room waiting to be washed and your rocking horse is blocking the door. Another tricky problem which you will only solve after you have rescued the fairy chained to the railway track, with the toy train rushing towards her, and re-uniting the soldier with his sweetheart. Then you must fix the broken mirror in Nanny's bedroom. Having done so you will find yourself drawn through the mirror into the Land of Make-Believe.

This is where your adventures really start and the first character you will meet is a white rabbit, who has a rather handsome watch and is bemoaning the fact that he is late. Then you will meet Santa whose sleigh is stuck in a snowdrift. Later you will be able to help him and you should heed the helpful advice he gives you. In your travels you will meet the Queen of Hearts and if you save her from the wicked Snow Queen, she will reward you with a ticket to the fair. You will also meet Humpty Dumpty, Little Miss Muffet, Snow White and the seven dwarfs and a host of other nursery rhyme characters. You even get to take a trip to the moon in order to find some green cheese. After waking Sleeping Beauty and helping Little Bo-peep, you will be able to climb a giant beanstalk into the clouds and follow a rainbow to meet the King of the Teddys. He will grant your wish and make your teddy new again.

You wake up in your playpen to see Mummy bending over you. It has all been a dream - or has it? You are clutching your teddy and he has a brand new arm and is as good as new.

This is a text only adventure and it is remarkable how the author has managed to cram so much into 48K. There are over 100 locations and in addition you get some of the nursery rhymes set to music. You might think that this is a child's game, but it is by no means child's play. There are lots of tricky problems to be solved. As the original loading screen said, it is a game for big kids.

If you missed this game when it was first issued, don't miss it again. It is a very enjoyable game and well worth the price. I just wish that someone would write games like this nowadays.

## STAR FLAWS

Written by The Spud. From Delbert the Hamster Software, 9 Orchard Way, Flitwick, Beds MK45 1LF. Available for Spectrum and priced at £1.99 - cheques etc payable to S.P.Denyer.

Reviewer *Gareth Pitchford* played on Spectrum

Delbert the Hamster, in case you don't recognise the name, is a fairly new Speccy software company whose previous games include "Arnold the Adventurer" (Zenobi) and "Desmond and Gertrude". In this latest, text-only release the action takes place a long time ago in a galaxy some millions of miles west of the Watford Gap... yes, it's STAR WARS spoof time! You take control of Nuke Skyporker, a young space cadet and must guide him on his mission to rescue the young (and extremely bad tempered, from what I've seen) Space Princess. Your companions Yan Polo and Tobacco The Cookie (groan) seem to have legged it, so it's up to you to take on the might of the evil Empire (led by the infamous Daft Radar).

The game opens up with a neatly printed title screen and then the option of reading the full introduction (printed in typical space style, one letter at a time, and manages to be funny without trying too hard) or going straight into the game, which starts on board your ship, the Millenium Sparrow. From there, if you manage to pass the first few obstacles, you move into the Deaf Star itself, which is inhabited by Daft Radar's soldiers. The game takes place in real time, ie. if you walk into a room full of soldiers you have less than a second (well it feels like that anyway) to take some action against them. I don't think that is enough time really but luckily it's quite easy to "cheat" by pressing a key immediately when you enter a location - this fools PAW into thinking you are typing in a move.

The game has the usual memory SAVE/LOAD features and the option of changing the font - which is good as I found the standard one hard to read. On the subject of text, I did feel that maybe it got slightly repetitive at times - mind you, you try thinking up new descriptions for several "corridor" locations! Good use is made of PAW though, and the game is smartly presented with several FXs throughout. The best bit, for me, was the final conversation between Daft Radar and young Nuke - it is really funny.

STAR FLAWS is definitely bigger than DESMOND though I thought it still lacked a few problems. What there is is "hardish" and I guarantee that the use of the sausage is original!

Delbert doesn't lose any marks for packaging. The game comes in a green cassette box (similar to DESMOND AND GERTRUDE's) that is accompanied by several pages of notes which include pictures of the main characters, a brief point resume, notes on playing the game and notes on tape loading (a welcome feature!).

A common moan about DESMOND was that it was slightly overpriced but for £1.99 and with the free game on the other side of the tape entitled RAYMOND PRINGLE'S QUEST FOR THE FABLED JAR OF PICKLED CABBAGE, Star Flaws turns out to be a bargain. I know spoofs aren't everybody's cup of tea but most people will like this as Delbert has an extremely "laid back" style which doesn't force jokes onto you.

Overall, it's not the most complex game ever but it's well presented and definitely fun and in my little world of adventuring, that counts for a lot!



## CRYSTALS OF ARBOREA

Let the buyer beware!

A Caveat after attempting to play the above game on an Amiga 500  
By *Ron Rainbird*

It is very rarely that I advise friends not to buy a computer game. In fact, I cannot remember ever having done so before, believing that one persons meat etc., but I must make an exception in the case of Crystals of Arborea from Simarils. This RPG was given very high ratings by reputable magazines such as CU Amiga, ST Action and The One - 91%, 85% and 86% respectively and it was the CU Amiga review which persuaded me to part with many gold pieces for this game. I thought at first that maybe I was over-critical, but having recently spoken to several RPG devotees, all of whom declared this adventure to be "trash", and as I respected the judgment of these people, I was relieved that my opinion was justified.

The story outline of the game is simple, but then I never expect a highly original plot outside of the SSI advanced D&D games. Four Crystals are hidden in the land of Arborea which have to be found and restored to four Towers when the usual peace and harmony will once more reign. So now we come to the first let-down. The game includes no documentation in the way of an explanatory booklet, leaflet or guide to play. Such guidelines are contained on the disk itself and are accessed by clicking on an Exit button. This takes about a minute before the details are shown and unless, you have a photographic memory or are prepared to copy the various sections, this can be extremely frustrating when you have to interrupt play in order to check on e.g. mode of combat. Of course, after a few references to these details, they can be remembered because except in the case of a few instances the instructions are very basic. It would be handier to have written instructions by your side.

When forming the party of six, I encountered what was to me an extremely frustrating character creation. For a start, I couldn't give members my choice of name but had to accept those given by the programmer. Then I found that only three classes were available - Fighter, Ranger and Magician and to the Magician, only 9 spells comprised his repertoire for use in combat only, and they are really basic. Then came a further shock! When viewing a character I discovered that no inventory was included, so no items found during the game (and they were very few) were listed, nor were weapons or armour shown. For all I know they could be using an umbrella for a weapon! As an example, I found a Parchment, for what use I haven't the foggiest, and I was asked to whom should I give this document. I chose the leader, but as it does not show up on his character sheet, I don't know whether or not he has it or has lost it.

Movement is painfully slow and is carried out by clicking on a compass point, then waiting 2/3 seconds for the move to take place. This may not sound much but when in normal RPGs such a move is virtually instantaneous, it seems prehistoric to take at least a minute to move 30 paces. I find it hard to believe that the reviewers played this game in depth.

There are other minor annoyances - well, minor in comparison but all adding to the frustration factor - but to go into details of these would make this screed exceed manageable proportions. So are there any good points to this game? Well, the graphics are good if you like

pretty forest scenes, except that when night falls and you revert to infra-red vision, everything appears to be in a red mist and looks like the negative of a photo. As the days are very short in Arborea I seemed to spend most of my time in this haze. The "save" method is adequate and by clicking on a "Map" button an overhead view of Arborea is displayed showing the position of your party. Combat, carried out on what appears to be a chess board, is a mite confusing when trying to identify which character is doing the attacking.

I have now travelled all over Arborea except for parts marked "Impossible" and "Forbidden Territory" and have secured very little information as to what to do. I found the first Crystal and also the Tower in which to place it. I have also built my party up to what I consider to be a high level, though for what good I just don't know. Not being able to proceed further gave me a good excuse to stick the game in the attick marked "Disasterous Purchases".

I did telephone the London distributors of "Crystals" for any help they might be able to give but they were completely blank on the subject.

So my advice to RPG'ers everywhere is to hastily by-pass this game and instead (if you haven't already got it) buy Champions of Krynn. Now that is a Role Playing Game with a vengeance!

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### THE TRIAL OF ARNOLD BLACKWOOD

From WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Available for Amstrad CPC's on cassette for £2 or £8 on disc with four other games. Cheques payable to J G Pancott.

Reviewer *Aragorn* played on Amstrad CPC6128

Re-released adventures are not common for any computer but now WoW are re-releasing many old classics as well as some interesting new releases. The Trial of Arnold Blackwood is the first of five adventure games by Nemesis. All feature the same characters and at least one or two jokes about Rochdale!

In the game you join Arnold in the grounds of local eccentric Lord Erebus. Arnold has a lump on his head and cannot remember why the aforementioned Lord has summoned him. You should soon work out what the Lord Erebus requires you and Arnie to do. You then need the right objects and you should remember that old Erebus is obsessed with tidyness.

The game is written in BASIC/Machine Code and the game benefits as a result of it with tunes and effects (though not as good as the other games in the series). There are many other useful extras that you would not get with a game written with Quill, GAC etc.

The game is humorous and never serious. Mapping is easy as the map is built on a grid. The game is both fun, challenging and really very good. My only grumble would be that the location descriptions are rather brief.

I would suggest that you purchase the disc version of this game as you will also get the other four games included which are even better!

## WONDERLAND

Published by Virgin/Mastertronic - Author: Magnetic Scrolls. Available for a variety of computers and priced around £34.99 (but shop around for the best price).

Reviewer *Robin Matthews* played on Amstrad PC

The release of this game must have been the most delayed and postponed since Dungeon Master on the PC. The advertising and hype was enormous. The preview of the pre-release versions were numerous, so is it a let-down or can it live up to expectations? Any review of Wonderland must really include both a review of the much awaited Magnetic Windows interface and the game itself. Firstly lets deal with program installation.

Wonderland is released on 9 5.25" disks. Included in the colourful packaging is a 72 page manual, a quick reference guide, an A3 sepia map of "Wonderland" and a Mad Hatter poster! Documentation is comprehensive, well written and easy to read. Installation is by an easy to use routine to either floppy disks or to hard disk, but realistically a hard disk would seem to be essential. The installation program includes a hardware customisation routine to specify your graphic and sound requirements.

All graphics formats are supported including CGA, EGA and VGA, but CGA is non-graphics. Roland and Ad Lib sound cards are also supported. The installation program copies all relevant files and drivers and if using hard-disk allow you to de-compress the graphic files. If you take advantage of this decompression, thereby really speeding up the program the entire size of the program is a massive 5.5 megabytes! Some tidying of hard disks may be needed therefore! The total installation program is a little lengthy but there is a minimum of disk swapping involved. On the Amstrad 1640 the installation took some 15 minutes only.

Probably the most controversial aspect of Wonderland is the development of this revolutionary system and this was apparently what has been responsible for the delays. In fairness the delay was worth it. Window effectively pulls together the various threads and aspects of the program. It enables you to manipulate the various information and the different ways of presenting it. At any one time on the screen you can have:

The text - up to the usual high standards of Magnetic Scrolls prose spiced-up with the attraction of the original story.

The graphics - vividly coloured and some animated scenes. They are of various shapes and sizes adding to the sense of different locations.

A compass showing all available exits.

An icon representation of your inventory.

An icon representation of items available in the current location.

A multi-layered self-mapping tool.



Each of the above, or combination, can be called to the screen at a time, so that you can for example have in front of you - the current text, current graphics, compass showing present exits, icon inventory or items in that location and a reduced window showing a map of your present location. This could substantially reduce the sale of exercise books and graph paper in the world!

With the exception of the graphics which can only be expanded to a maximum size, all other "windows" can be re-sized and "layered" as required, ie. the map can be made up to be full-screen. The icon inventories can be pointed to, and a series of relevant verbs whether examine, search, get, open etc can be selected. If you enter a location where there is an item you can either "point and shoot" to the graphics screen or select the icon which reveals a deeper set of menus.

The system, once you become familiar with it, is easy to use, logical and allows text entry. It also presents the information in an entertaining way, in a variety of styles and has many, many other refinements, including a memory manager which will tell you if you have left too many windows open - a sort of computer burglar alarm! Without doubt, once mastered, it is an excellent WIMPS interface. It will, however, not be everyones cup of tea - no problem though as you can instruct the system to text only as well!

The gameplay is of a high standard. The puzzles vary from easy to those requiring some lateral thinking. In fairness none of them require "quantam leap" of logic sometimes found in this type of game.

The basic plot of collecting a series of playing cards is exposed early on. Sub-plots with regards to collecting other items are also part and parcel of the game. "Character" management is at a minimum except for controlling the ever growing inventory of items that you, as Alice, collect. One criticism, albeit a small one is the excess of useless items. However, on balance the number of items keeps you on your toes, gives a fair width to the game and are not too overbearing.

Graphics are good. The parser is very flexible if occasionally a little eccentric. The game flows well and will not only please veteran adventure gamers but should impress those immersing themselves for the first time. The veteran may criticise the ease of the solutions - I think this would be unfair. If correctly received as a product introducing a new Magnetic Windows interface, and hopefully heralding a new family of relations - it is a great success.

The Ad Lib sound board support is for half a dozen locations only, and perhaps this could be expanded upon for the next release. The basic plot is of Alice trying to escape from Wonderland by completing a task given to her by the Knave of Hearts - but don't trust him, he may stab you in the back later - and "frame" you for the last act!

In conclusion - although not a true text-only adventure system, Magnetic Windows may rejuvenate an oft prematurely killed off genre. Wonderland is an impressive first implementation under Magnetic Windows. It is without doubt a recommended purchase. Well done Anita Sinclair. Well done Virgin. I look forward to the next release under this exciting system!

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# THE COST OF UPGRADING TO 16 BIT

By *Steve Clay*

Recently I have been investigating the possibility of buying a 16 bit computer. The following is a general guide and contains hints for those contemplating buying bigger.

## AN ARM OR A LEG?

The cost of the computer is probably the single most important factor to most people, my own preference is the Amiga which weighs in, on average, about £100 more than the Atari ST. Time now to shop around, I have seen the Amiga on sale from £300 to £500, so savings can be made, rather big savings can be made. For £300 you can bet a base-pack including everything you need to get started but no software bundle is included. There are two ways of viewing this, the £100 saved can be used to buy your own choice of software or pay the extra for the games and the art packages included in the bundle, because there is nothing worse than having a computer and nothing to use on it! The Atari ST ranges from around £250 to £400. Again, deciding on the software can alter the price substantially. One point of note, the highest prices on both computers (Amiga £500 Atari ST £400) are to be found in the home-catalogues where you pay weekly and through the nose.

Computer shopper is an ideal source of companies selling both models in various packs, so shop around for the pack that suits you best.

## GUARANTEES, WARRANTIES AND GET OUT CLAUSES!

The usual guarantee offered by the makers is one year, (however, Commodore are currently offering a two year warranty with some packs). After having a Spectrum 128 and four break-downs in two years, the computer not me; I felt an extended guarantee was required. Accepting that a repair to a 16 bit computer is going to cost anywhere between £45 and £100, insurance in one form or another is recommended.

A private insurance company offered me £74 per year against faults, fire and theft (whose going to steal a computer thats on fire?!). This you won't be surprised to hear was the most expensive offer. Home catalogues, along with the high purchase price, will cover your computer from around 65p per week, over 50 weeks. This totals at £32.50 per annum. Index sell the Amiga at £399, but the offer of an extra four years warranty for just £38 is the best value by a long way. Other prices include Tandy at £38 for one year or £68.50 for three years. Currys offer £55 for two years.

## CREDIT

Beware the credit monster lurking within high street stores, these little arrangements allow you to purchase your product using monthly repayments. Great, no need to find the lump sum in one go. Alas the pot of gold has teeth, the interest rates vary from 29% to 39%. Now some shops are clever and put the weekly or monthly rate which looks reasonable enough but when worked out against the purchase price can be frightening. If your Atari ST costs £300 and the shop offers you a credit account at 35% then you can expect to pay in total £405. You have been warned!

## FINALLY

Shop around, buy whats right for you. If you want adventures for your new computer have a look at Public Domain libraries.

## HOW I SOLVE ADVENTURES (SOMETIMES!)

By JUNE ROWE

I (try to) solve adventures pretty well the same as Chris Wiggins does (August issue) but with a few slight differences. The very first thing I do nowadays is INVENTORY, to see what I am carrying or wearing (remembering the game in which I moved through several locations before I was arrested for being in the street with no clothes on!).

Exploring accessible locations before making a map is a good thing to do, but I make a sort of map on scrap paper (not using my decent A3 stuff) and going as far as I can in all directions, so that I know where approximately to put my start location on the proper map. (This quite often saves falling off the edge! If, while I'm exploring, but not properly mapping, something happens, I make a note on a separate piece of paper. I also make a note if I happen to find something hidden, with the exact input I used - this comes from the experience of returning to a game, maybe a couple of days later, and not being able to remember where I found the (whatever) or what I typed in to enable me to find the blessed thing! Then I start properly mapping - there was a time when I used to make notes on my map of what happened, or what I found, but this makes a map messy (and writing gets in the way of the other locations, too) so now I have a sheet of paper headed "Events" and the name of the game, with numbered notes. The corresponding number is written inside the location square on the map. I also have another sheet with just the name of the game at the top - this eventually becomes a move by move solution - that is, if I complete it! This doesn't get used until I am fairly sure that I have done the right things so far.

I do not use a question mark, as Chris does, to indicate that I can't go that way, or there's a problem - if I'm at a crossroads, for instance, and N, S, E and W are stated as exits, I'll make a small mark which is the beginning of an arrow, in each direction. As I explore further, these marks become arrows to other locations, so when I look over my map, if there is only a small mark, I can see at a glance that either I haven't gone that way, or I can't. If, say, only N and S are stated as exits, I always try E and W (and when I'm getting really desperate, the corners and up and down, too!) - authors have been known to omit exits, either accidentally or on purpose! If I definitely can't go that way, I put a small line outside the location, where my arrow would be if there was one.

As I write in locations, I write (very small) what I think are the relevant bits of the description - some of them are very long! For instance, I might read "You are in a throne room which is resplendent with tapestries and velvet hangings. The throne itself is heavily jewelled and has the royal crest emblazoned on the high back. There is a huge golden gong beside the throne. An armoured knight stands in attendance on the king. You can see a golden hammer." This would have to be cut severely, to "Throne Room, tapestries, throne, gong, knight, king," with HAMMER in capital letters to indicate that it was an object I might get. If I now type GET HAMMER but I can't, there would be a numbered note on my events sheet ... GET HAMMER - the knight will not allow you to touch the hammer, Like Chris, I write in brackets any object which was hidden, and make a note on the "events" sheet, which might read EXAM KNIGHT - he has dropped a dagger. You can see a dagger. Then, perhaps, GET DAGGER - the knight pierces your hand with his sword. This would probably end the game, so there might be another event, much further down the sheet - KICK DAGGER - it slides underneath the throne. Return later when throne room is empty, LOOK UNDER THRONE, GET DAGGER. In this case, there would be two numbers inside that location, referring to the different notes, and on the events



sheet I would write after the first number "see also (second number)".

When mapping, if I go north, I always immediately input south - if it works, the arrow between the two locations has a point at both ends. If I find myself somewhere else, the arrow only has one point, indicating a one-way passage. If I have to unlock a door, or get rid of some obstacle or other, like a dog or a guard, the arrow has a dotted, instead of a solid line. The arrow would also be dotted if I had to be carrying or wearing something particular to go in that direction.

If I get as far as writing down the move by move solution, it is quite detailed. Each move shows me the location I am now in, and each input which is non-directional has beside it a short explanation of what happens, or, in brackets, what is seen after an EXAM input. In my imaginary game, I would also write, in brackets, a warning, "DO NOT get dagger ... yet". I have found this useful on several occasions - I might get a 'phone call or a letter and someone says "I'm playing So-and-so, and I don't know what to do with the wotsit and I can't get past the bear - can you help?" If it has been months, or even years, since I played that particular game, I wouldn't have a clue, memory wise, but my notes would give me the answers. It becomes easy to reply "You give the wotsit to the old lady in the cottage. She will knit you a jumper, which you give to the bear. It makes him nice and warm, so he goes off to hibernate." Mind you, this is after years of adventuring - I still occasionally come across a scribbled note from my early days, which says something cryptic like "Dig hole outside the cave" with no indication of which game it belongs to or what happens when you do it!

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## *MEGAPOINTS II*

Those of you who entered the Megapoints Competition at last year's Convention will no doubt recall that the whole caboodle was organised, written and produced with incredible style by Larry Horsfield of FSF Adventures, whose game "Run, Bronwyn, Run" proved to be so popular that he is currently adapting it to a full length adventure. The game this year will be written once again by Larry, and will be a preview of his forthcoming game "The Spectre of Castle Coris", but to give Larry a little breathing space, is being organised by yours truly, so it will probably all turn out to be an unmitigated disaster! Are you all familiar with the term "Murphy's Law"?!

The entry fee will be £1, the same as last year (despite the 2.5% VAT increase) and the person with the highest score wins the first prize of 12 months subscription to Probe, plus a certificate which is kindly being designed by Allan Phillips. The runner up will receive a six month subscription. If all goes well, you should be receiving entry forms with your tickets, but there will be a few forms spare on the day. Unfortunately, numbers will be limited, so it's a case of first come, first served. If anyone is arriving late and would like to reserve their turn in advance, drop me a line stating estimated time of arrival and I shall work something out!

Anybody found guilty of trying to bribe Larry, or any other such dubious practice, will be severely talked at by Bob Adams (now known as "The Amigo") so be warned! People who wish to bribe me, however, will be most welcome! Oh well, it was worth a try!

Right - that's about it. Any other details will be specified on your entry forms, or on the day. With this and all the other events taking place on the day, the Convention is all set to be an even bigger success than last year - if that's possible! See you all there!

JILL CARTER, 280 BURGOYNE ROAD, WALKLEY, SHEFFIELD, S6 3QF

## WIZARD WORKS

By DOROTHY MILLARD

How does one go about writing an adventure? For me it really begins with a vague idea of what I would like the adventure to be about. Sometimes I will mull over the idea for several months before I actually do anything. In one case (R.J.'s Ultimatum - coming soon), it took a year! Other ideas have taken even longer to germinate. I will eventually write that adventure I've been thinking about for three years! The hardest part, in my opinion, is finding an original idea. Once this has been done the rest tends to follow. A map, which is always subject to change at a later date when the puzzles are included, is then drawn. This is the only part of my adventure which is on paper before I start. As I work, however, I keep track of messages, vocabulary used, flags etc. So, although I start with no paperwork, I most certainly do not finish up with none! Most of the puzzles are written as I go along. Very few are pre-planned. The location descriptions are also written as I go and straight into whichever adventure writing utility I am using (I have used The Quill, GAC and STAC). I usually start off with a very simple location description, for example "this is the garden". From there, as the puzzles develop and I wish to give the player clues, the descriptions are expanded and sometimes rewritten up to six times. Messages (apart from the standard ones which I use), are added as required, as is the vocabulary.

A large part of my games are written and rewritten as I playtest them. Most of my ideas come as I try something. For example, if I find something a little too easy, I will add something to make it harder. I continue like this until I run out of memory when using the C64, which I always find a problem. My latest adventure The Million Dollar Great Jewel Heist (commonly just referred to as Heist for obvious reasons) was written originally as a very simple adventure which could be used as a competition at the computer club over Christmas. From this "simple" treasure hunt the idea just grew. It started out with no name or plot and just had a number of hidden objects to be found. The person with the most points would be the winner. The trouble was that it just grew and grew, with me adding more and more puzzles as I went along. When the adventure was three-quarters written, I decided a purpose would be a good idea and added the Jewel Heist messages and opening screens to add atmosphere to the game. From there the puzzles were refined and by the time I was finished I had a complete adventure, which although not highly original has succeeded in keeping my playtesters entertained and puzzled. Surprisingly my playtesters like this rather than more original themes, so I guess everyone must love a good treasure hunt!

Playtesters are extremely important to me (especially the one who finds all my spelling/typing mistakes - thanks Jan). "The Dare" which was published here in Australia by ECP, but unfortunately is not available in the UK, was one where my playtesters were very important. I was told it was just too hard to do the required tasks in the time available. This was fixed and more time allowed, thus increasing the playability of the game.

I would sum up my adventure writing as having little more than an idea at the outset and no real preparation on paper. All the work is done at the keyboard.

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## FSF ADVENTURES

Finally I have achieved what everybody had thought was impossible. The hilarious spoof adventure "GRUE-KNAPPED!" by Bob Adams, is now available for the Spectrum 48k. Converted from the original Amstrad CPC version, this adventure is rumoured to be responsible for Mike Gerrard deciding to give up reviewing Spectrum adventures! Also released this month, "THE KRAZY KARTOONIST KAPER" by Kez Gray. This is available in 128k format only. As this is the first time that I have released adventures written by authors other than myself, I have included both games on either one 128k tape or disc. "GRUE-KNAPPED!" is available separately on 48k tape only. For further details see below. Work is still continuing on my own adventures, "RUN, BRONWYNN, RUN" and "THE SPECTRE OF CASTLE CORIS" but a series of mishaps to both of my computers have caused delays. Normal service will be resumed as soon as possible.

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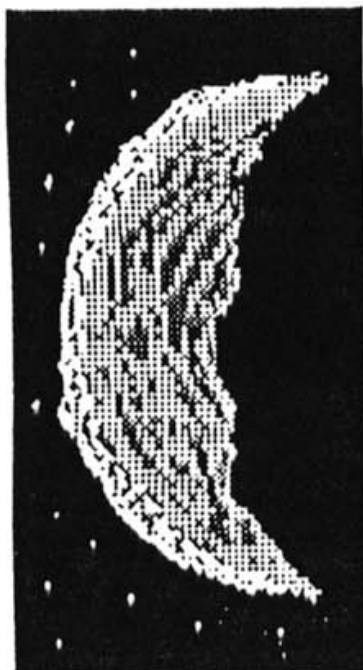
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WADNESS

*By Gareth Pitchford*



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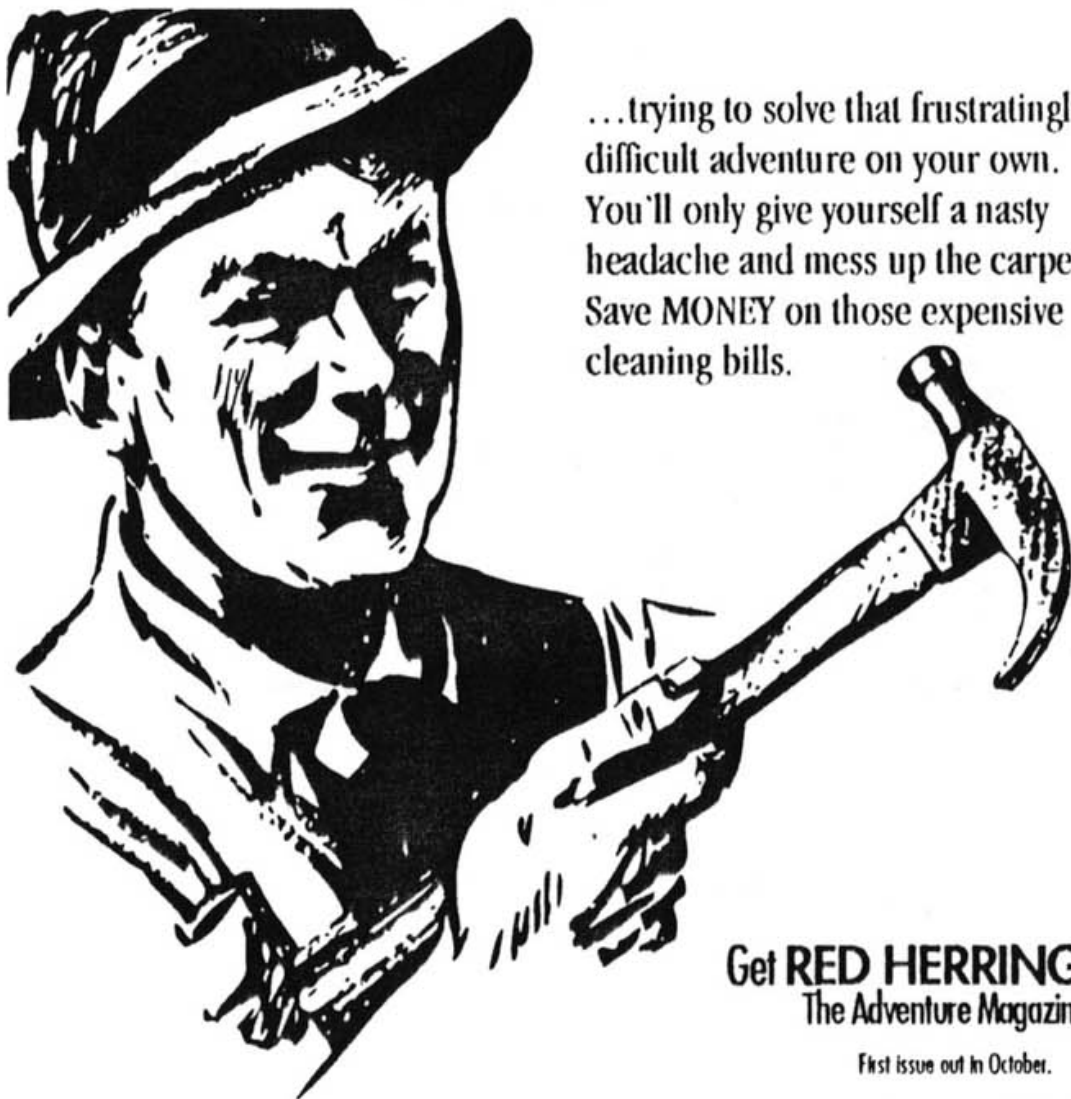
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## LETTERS

**Dear Mandy**

Regarding your suggestion about printing Kings and Queens lists for postal help, I think it's a great idea and would provide an excellent supplement to the telephone helplines. It would be especially useful for obscure games that only a limited number of people have completed. If publishing regular lists is space prohibitive perhaps you could consider dropping the Solution of the Month and the Serialised Solutions sections? After all, those who really want solutions can use Adventure Probe's brilliant solution archives for only 30p a throw, and suddenly being presented with a solution for a game you have only just bought can be very annoying. I personally feel that the pages given over to solutions would be better spent on the aforementioned Kings and Queens, an expanded Help Wanted perhaps with, where possible - replies printed Ekim Darreg style and maybe even a new section on the "worst adventure I've ever played". I can only speak for myself, of course, and certainly don't pretend to know how other readers feel, in my opinion this would make a great magazine even better.

**Ian Osborne, Walsall, W Mids**

Constructive criticism and useful suggestions are always welcome, Ian. I would welcome other readers views on the points raised here. However, I think there is a little misunderstanding. You see, when I spoke about space being a problem in relation to the Kings and Queens section, what I was referring to was printing lists of completed adventures from certain helpful individuals who have been adventuring for a long, long time. People like Dave Barker, Allan Phillips, Hugh Walker, Vince Barker and many, many more have lists of over 500 titles or more and it would need almost an edition of Probe itself to print them all. In those cases it might be a case of serialising their lists! With the demise of Spellbreaker magazine there might be a demand from many readers for even more serialised and full solutions to be published in Probe. If you can all let me know how you feel about this I can then decide what is best to do.....Mandy

**Dear Mandy**

May I, through Probe, thank the Balrog for helping me to obtain a mini-adventure compilation (see June's issue). However Adventure PD stocks Simon Avery's and not Netherwood's games. I would also like to thank Debby Howard for her prompt service and her understanding over the mix-up over the two Simons. Finally, I would like to thank Simon Avery for producing the games. All right, there are spelling mistakes and a few logical oversights, but I feel that these blemishes take only a little away from the aesthetics of the games. The entertainment value while playing the games is not lost at all. As far as the definition of an Adventurer is concerned, I have only one word: MASOCHIST. Who else would sit at a keyboard tapping in compass directions, get this and that, attack dragon and the like, only to be killed and then have to start all over again!

**George Ho-Yow, Hayes, Middx**

It is amazing to see just how many truly excellent adventures can be obtained through PD libraries, two of the finest I have ever played are THE GOLDEN FLEECE and THE HOLY GRAIL which are both available on PD for the Amiga by Jim MacBrayne. If any readers are hesitant about trying PD software they may have a nice surprise in store.....Mandy

**Dear Mandy**

My thanks for your help with BOUNTY HUNTER. Jack Lockerby solved my Teleport problem and kindly sent me a map. Regarding the advert offering an Old Sock for sale in the In-Touch section. Is it possible

to have a test run on this Old Sock? I have been trying to get a toe-hold in the pre-owned sock market for years and would like a few details on position and colour of the hole. Also, most importantly, is it a left or right hand sock?

**J.R. Sockiefeller, Sheffield**

**Dear Mandy**

I am writing to you for some information. Do you know of any Spectrum Emulators for the Atari ST? I was reading about the emulators for the Amiga and as I was going to buy a Spectrum anyway it occurred to me that an emulator would have me money. If you don't know of any, would you please print this letter so that it may be answered by the readers? Thank you for your time and keep up the good work.

**Brian Palmer, Nottingham**

I know of only the ones available for the Amiga, Brian, so I hope that other readers can send in the information you need.....Mandy

**Dear Mandy**

I was very interested to read Hugh T Walker's review of EVILUTION, as I saw this reviewed in the August issue of ST Action and although I thought it was rather expensive for a home-produced as opposed to a big commercial release, I sent off for a copy. It is well presented and despite the spelling mistakes and reliably uncooperative STAC it looks a good adventure. EVILUTION is available on two double-sided discs for £13.95 or three single-sided discs for £14.95 from NIGMA ADVENTURES, 10 Greygoose Park, Harlow, Essex, CM19 4JH. It took about a week to arrive which isn't bad for a non-Zenobi adventure. Hope this information may be of use to someone.

**Barbara Gibb, Liverpool**

Thank you for the information on price and the address, Barbara. It is so frustrating when adventures arrive for review with no details attached.....Mandy

**Hello Probers**

It's me again, old Sand Viper with a bit more new's of our happy life here, and happy it is, we've had a sudden influx of the opposite sex and the transformation is amazing, bar flies have deserted their stools in droves, and now spend the afternoons lounging manfully around the pool, and you wouldn't believe the colours, they range from baby pink to lobster red - we never learn do we? But I'm as guilty as the next I guess, now that the temperature is down to a cool 90 (in the shade of course). I've been out at my fair share of bar-b-q's and beach parties and have even done a bit of wadi bashing (WADI BASHING - the taking of a four wheel drive and exploring dry river beds etc), actually the wadi bashing was purely accidental, we had a day at the beach, set off home in high spirits and yes, you guessed it, got completely lost, three times up and down the same mountain definitely doesn't do anything to improve the temper, but we have to laugh or go daft. Talking of laughter reminds me of when I first arrived here ten years ago, so stupid and naive you wouldn't believe it, I had my first encounter with a hole in the floor toilet (complete with hosepipe), me in my amazement dashes out yelling at the top of my voice "Hey isn't that great! Somewhere to wash your feet!!!!" I don't think I should tell you the comments my companions made when three hours later they stopped laughing and picked themselves up from the floor. Well c'mon how was I supposed to know? Never a dull moment eh?! Right, time to go now, but just thought you'd like to know I never did catch that camel!

**Sand Viper, Sultanate of Oman**

(TEMPORARILY OUT OF THE DESERT)

The plot thickens! I have still to discover which of our readers in



Oman Sand Viper is, but he is giving away quite a few clues here and there. He is male, has been out there for 10 years... hmm. Mind you, he is probably one of those who uses his British address for receiving Probe. He will be at the convention though, mind you, so will a few others from Oman but I am assured that all will be revealed in Birmingham in October.....Mandy

**Dear Mandy**

I read with great interest the letter from Sand Viper in the August issue. It reminded me of my first visit to Oman. We spent the first day of our holiday down at the local farm collecting cow muck (great fun for a 13 year old) as we drove home a huge black cloud descended on us and we drove for 25 miles before we realised what it was. Thinking about it now, it's true what they say about flies round... The real reason I'm writing is to say a great big thank you to Debby Howard. I know all adventurers are a friendly lot but Debby has gone above and beyond the realms of adventuring. We are looking forward to the convention but as we will have a small baby with us we were rather worried. Debby has kindly offered to take care of him to allow us to enjoy ourselves without worrying, it will also be nice to have a night of unbroken sleep and not have to get up to do a 4am feed. Thanks Debby, you're a real pal.

**Caroline Jones, Blyth**

This is very frustrating! Will someone please enlighten me as to why on earth you needed to drive 25 miles with a cargo of cow muck? I must send some Vapona to Oman with the next Probe.....Mandy

**Dear Mandy**

I am attempting to compile an all-time top ten of adventures. This will cover all formats and I would be grateful if Probe readers could send me a list of their ten favourite adventures, including producer and type of computer. When the time comes I will process the replies and produce the Probe all-time top ten. It would also be interesting to see what games introduced people to adventures so if this could be included at the bottom of the list a separate chart could be compiled. Send your top ten list to:

**Steve Clay,**

17 Stanlaw Road, Ellesmere Port, S Wirral, L65 0EY

Nice idea Steve, my top 10 would be LORDS OF TIME, MORDONS QUEST, LEISURE SUIT LARRY II, DUNGEON MASTER, DUNGEON ADVENTURE, WORM IN PARADISE, ADVENTURE QUEST, GOLDEN FLEECE, HOLY GRAIL and SPELLBREAKER. The very first adventure I ever played was called THE QUEST. The funniest adventure I have ever played is... err... well, it hasn't been published properly yet but I have just seen a section of it. It's written by our very own Grue. I laughed at it all, even when a voice at the other end of the phone growled "Hey! THAT's not supposed to be a funny bit!" All I can say is that you are all in for a treat when it is finished later this year!.....Mandy

**Dear Mandy**

I was very sorry to hear about Mike Brailsford. I hope he's on the road to recovery and I'll drop him a line to wish him well. I'm sure we'd rather have him up and about as quickly as possible, and forget about the next, and last, issue of SPELLBREAKER! until Mike's ready to do it. The Convention plans seem to be coming along well. I see that one or two of the people who produce ZAT, the Spectrum and Sam Coupe magazine, hope to be able to attend. They are also in touch with Graham Burtenshaw who produces the impressive ENCELADUS Sam disk magazine, and maybe Graham would also like to come to the Convention

as he's produced one or two adventures for the Spectrum. With any luck maybe half a dozen Sam Coupe owners will be there! Tim Kemp is planning to attend, along with Jon Lemmon of Compass Software. If, as you say, there are to be several stalls at the Convention, possibly selling games, I hope readers will turn up with some readies to buy their wares. I like Jay Honosutomo's idea of a quiz. If anything comes of it, I hope the teams will be "balanced". Say, a team of five would include an Amiga owner, a Spectrum owner and so on. A team of Spectrum owners would be pointless if many questions were about the Zork games. I suppose it's good to have numerous ideas so that each can be discussed before the Convention.

***Phil Glover, Birmingham***

I think that the quiz could be a nice idea, too. I hope somebody will volunteer to organise it though. If anyone would like to offer their help on the day then please do let me know, not just for the quiz, of course, but for all sorts of things that will be going on during the Convention. There will, indeed be lots of stalls, some with software, some with demonstrations and some just for anyone to be able to have a go at different adventures on different machines. Be prepared to become hooked though - the appearance of the Guiding Light Teams Amiga last year led to at least three readers splashing out on an Amiga! There will be lots of adventure columnists there too and you will surely get the chance to chat to your favourite authors as many will be there. I am keeping my fingers crossed that my all time favourite adventure columnist will be there this year. KC says that he will be free to attend and I'm looking forward to meeting him at long last - there, that should keep you all wondering and guessing! Only EIGHT weeks to go (as I write this) so if anyone hasn't yet sent in their ticket application form then please, please do so as soon as possible to avoid disappointment.....Mandy

***Dear Probers***

Oh! Silly me-oh! Hands up everyone who noticed the deliberate mistake in my review of CAMELOT in last month's Probe. Well, to be honest, not a deliberate one at all, just a plain, stupid boob from the keyboard of a Frob! I enjoyed Camelot and thought it "a most amusing and very creditable first offering from Matthew Taylor". But it was actually written by Matthew Pegg whose name I did get right both at the beginning and the end of the review. Why on earth I called him "Taylor" on this one occasion (and didn't notice when I checked it through) I haven't the faintest idea. Put it down to a temporary mental aberration brought on by years of addling my brain sitting in front of my monitor for hours on end. Anyway, grovelling apologies to Matthew Pegg of Labyrinth Software - at least it's got his adventure a favourable mention in consecutive issues of Probe!

***Neil Shipman, Bristol***

***Dear Mandy***

Just received the latest edition of Probe and it's as brilliant as ever. It's about time I wrote and with so much going on I've plenty to actually tell you. First of all I read with interest Jim Struthers letter about the revival of the Amstrad (even mentioned me!) I must admit to being one of the authors who had actually abandoned the Amstrad, mainly due to its breaking down and seeing no reason to repair it. However, I recently got made redundant and have restarted my adventuring with new vigour. First I subscribed to Probe, very important!! I started to write again, Spectrum only at first. Then late one night I received a phone call from Mark Eltringham offering to sell my old Amstrad games. Well I was happy to let him have them as they were only lying under the bed in a box doing nothing! This

friendship has boomed and we became more and more involved in our adventuring. Marks label has taken off in no uncertain terms and because of his encouragement I even started writing on the Amstrad as well as the Spectrum. The first new(ist) game is finished THE HERMITAGE (Special Edition) and the second, the PAWEd version of TEACHER TROUBLE is ready for playtesting. However, probably the most important development of this united adventuring front is the start of a new label. Mark had several authors offer him the Amstrad AND Spectrum versions of their games, and Mark, not having a Spectrum, asked me if I was interested in selling them. "Yes!" came the immediate reply and "THE GUILD" has been formed. The Guild will comprise of single games and also compilations. The better games will be released seperately for £2, £2.50 for a two-parter and £3 for a three or more parter. Compilations will be released comprising of games with some link of one kind or another. Titles so far are Spec-GAC-ular (games written using the GAC), Quill Thrill (games written with QUILL/ILLUSTRATOR/PRESS), Out Of This World (Sci-Fi games), Flights of Fantasy (Fantasy games), Very Funny (spoon games). These titles will come in various "Volumes" and other titles will be created when needed. Every so often the most exceptional games will be put together on a special compilation called "The Guildmasters". Certain games will be converted to other formats (mainly Amstrad and Commodore). The beauty of the label is that I am converting Amstrad only games to the Spectrum (and eventually the Commodore) and also Spectrum only games to the Amstrad, allowing more adventurers to experience games never available before on their format. This should help the adventure world re-grow (is there such a word?), and hopefully prosper once more. One thing that has always been existant in the adventuring world is the utter friendship and helpfulness that adventurers give to each other. I know of no other "hobby" that shines in this way, it is wonderful to actually be part of it. An example of this I have experienced myself is help I have received with my new label. Mark, as I mentioned before, is, well, brilliant in his helpfulness, encouragement and support. Larry Horsfield has also been an exceptional friend and supporter. However the helpfulness of people whom I have never even written to before is the main example. Both Jack Lockerby and Paul Cardin have supported The Guild by allowing me to use INTO THE MYSTIC and CAPTAIN KOOK as part of the first Guildmasters compilation. This hopefully will also include BOOK OF THE DEAD (new PAWEd version), plus a couple of other top games. I am in the process of converting nearly thirty games between various formats so it looks like I've got my work cut out for a while (these include River Software games to the Amstrad, Book of the Dead to the PAW and most of Mark's Amstrad games to the Spectrum), but I love it! One bit of news, unfortunate though it is, is that I recently clashed with the proprietor of a Software company over one of my games that he sells. METHYHEL is basically my old game MYTHYHEL reprogrammed, improved and slightly changed. However, I recently wrote a 128K version, expanding the game, making both parts one load, improving the puzzles and adding more etc. When I wrote to ask him if he wanted it he said no. So I asked if I could use it on The Guild, (I need his permission) and again he refused. So I am left with a perfectly good game (better actually) sitting around doing nothing. I am upset as you can imagine, so therefore I have no choice but to offer the following; because I can't sell the game, any Probe reader who sends me a blank cassette/disk and a SAE I'll gladly send them a FREE copy of the 128K Methyhel. As I am not selling the game there is nothing anyone can do about it! I just don't see why a good game should be left to rot.

*Tony Collins,*

760 Tyburn Road, Erdington, Birmingham, B24 9NX



## PERSONAL COLUMN

Dear Mush,

I think you're really wuntyful,  
The best upon the globe.  
But you're going to be in trouble,  
If you keep pinching my 'Probe.  
I know the 21st is a few weeks away,  
But we're building up for a wonderful day.  
'Cos you're cheerful, loving and lots of fun,  
Happy 14th sweetheart, with love from Mum.

On the occasion of WoW Software's first birthday in September I wish to thank the many people, from authors right through to customers, who have, in many different ways, given me so much help, encouragement and support. You all know who you are so I am not going to list names, but to every single one of you I say a very big THANK YOU.....Joan Pancott

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### HELP WANTED

*Dear Mandy*

Is there any chance of anybody in Adventure Probe who can tell me if PAW will work on an Amstrad 464 with DDI-1 (no 64K extra). I phoned the manufacturers and they didn't know.

*Jacqui Owen*

85 Low Hill Cres, Bushbury, Wolverhampton, WV10 9HY. Tel:0902 724289

*Dear Mandy*

I'm stuck in CRACK CITY - I'm in the Blood Chamber shackled to a stone chair, I've fired the dart at the crossbow at get rid of the man, but I can't get out of the chair. Please could someone tell me how I can escape?

*Jackie Holt*

13 Montague Street, Bulwell, Nottingham, NG6 8EU

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### IN-TOUCH

SPECTRUM SOFTWARE WANTED: BORED OF THE RINGS, THE BOGGIT and THE COLOUR OF MAGIC. If any readers have a copy of these games that they wouldn't mind selling I would be glad to pay their price: MARK. P. McDONALD, 5 Looe Road, Felixstowe, Suffolk, IP11 9QB.

SPECTRUM SOFTWARE FOR SALE: For 48K - Adventures: HOBBIT, DUN DARACH, SHADOWFIRE, ENIGMA FORCE. Arcade: FAIRLIGHT, ALIENS, KNIGHTLORE, CYCLONE, HIGHWAY ENCOUNTER, MOVIE. Simulations: THE WAY OF THE EXPLODING FIST, TOMAHAWK, FIGHTER PILOT, SOUTHERN BELL, BARRINGTON SQUASH, SUPERCHES 3.0. Database: VU FILE. Wordprocessor: WORD MANAGER. For 48/128K - PSI CHESS. Arcade: ACADEMY, GREAT ESCAPE. Simulation: STRIKE FORCE HARRIER - all at £2.99 each. For 128K on disk - Adventures: THE PAWN. Arcade: GHOULS AND GHOSTS. Simulations: GUNSHIP, F-19 STEALTH FIGHTER, CARRIER COMMAND, GAME SET AND MATCH all at £8.99 each. Contact: G. J. LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

COMPUTER BOOKS FOR SALE: PROGRAM IN GW BASIC by Ian Sinclair £6.99. 30 HOUR BASIC I.B.M. by Clive Prigmore and Benedict Freeman £6.99. 30

HOUR BASIC SPECTRUM by Clive Prigmore £4.99. THE FRIENDLY COMPUTER BOOK by Jonathan Inglis £4.99. A CONCISE INTRODUCTION TO MS-DOS VERSIONS 3.30 AND 4.0 by Noel Kantaris £3.99. GCSE COMPUTER STUDIES by Teachyourself books £3. ZX SPECTRUM 48K MANUAL £3.99. STEP BY STEP PROGRAMMING ZX SPECTRUM by Ian Graham £6.99. THE COMPLETE SPECTRUM by Allan Scott £6.99. Please contact: G.J.LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

PORTABLE COMPUTER GAMES FOR SALE: GALAXY SPACE INVADER 1000 by C G L - a space battle game with 3 levels of play. PUCK MONSTER by C G L - 2 levels of play, COMPUTACHESS - a computer chess game with 8 levels of play, white or black play, castling, pawn promotions, changing in middle of game. All games at £9.99 each. Contact: G.J.LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

HARDWARE FOR SALE: ZX SPECTRUM + 3 128K - COMPLETE DISK DRIVE COMPUTER WITH JOYSTICK, MANUAL, LEADS, TWO DISKS WITH 6 GAMES ON EACH DISK, good condition, boxed. buyer collect - £99. Contact: G. J. LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

SOLUTIONS WANTED: Solutions to CRANMORE DIAMOND AFFAIR by Tony Rome and THE ASTRODUS AFFAIR by Mark Turner, urgently needed. Please contact: DONNACHA O'CONNELL, 4 Mervie Lawn, Ballyvolane, Cork, Eire.

AMSTRAD CPC DISCS FOR SALE: MINDFIGHTER and SCAPEGHOST both boxed complete as new. £10 post paid. Contact: KEN DEAN, 16 Swannells Court, Maltsters Way, Oulton Broad, Lowestoft, Suffolk, NR32 3PY. Tel:0502 566538.

SPECTRUM ADVENTURES FOR SALE: Please send S.A.E. for list of Spectrum adventures for sale! to STEVE CLAY, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

HARDWARE FOR SALE: Good home wanted for an old friend who hates living in a cupboard. C128/64K COMPUTER, CASSETTE DECK, DISK DRIVE, MPS801 PRINTER, also software which includes: 12 INFOCOMS, 4 MAGNETIC SCROLLS, POOLS OF RADIANCE, PHANTASIE 3, FAIRY TALE, PRINTSHOP, MINI OFFICE, EASYSRIPT, ALL RIVER SOFTWARE ADVENTURES and many others. Also about 130 spare disks used as backups that can be reformatted as blanks - £200 plus postage and packing. Phone evenings 0766 522241. JOY BIRLEY, Abergeraint, Criccieth, Gwynedd, LL52 0HT.

AMSTRAD SOFTWARE WANTED: Tape or disc - ASKERON, BOOK OF THE DEAD, RIGELS REVENGE, VERY BIG CAVE ADVENTURE, BORED OF THE RINGS, EMERALD ISLE, INCA CURSE, PLANET OF DEATH, SMUGGLERS COVE, SPY-TREK, RICK HANSON, ERIK THE VIKING and VILLAGE OF LOST SOULS. Will buy or swap for (on tape) SUBSUNK, SEABASE DELTA, KENTILLA, IMAGINATION, THE BIG SLEAZE (on disk) LORD OF THE RINGS, ZORK II (not the boxed version but the later flat pack version from softcell). Contact: PHILIP REYNOLDS, 36 Grasmere Road, Royton, Oldham, Lancs, Tel:061 652 7565.

AMIGA SOFTWARE FOR SALE: All originals and including postage and packing. AMOS £20. OPERATION STEALTH, THE KILLING CLOUD, F-15 STRIKE EAGLE II, EYE OF THE BEHOLDER, WRATH OF THE DEMON, MEAN STREETS, BARDS TALE III, LEMMINGS, B.A.T., POPULOUS, SUPREMACY, TRIAD VOL 3, SUPER OFF-ROAD, HIGH ENERGY, CENTURION DEFENDER OF ROME, KICK OFF 2 (1MB), SPIRIT OF EXCALIBUR all at £11 each. Also KEEF THE THIEF, SILKWORM, OPERATION WOLF, DOUBLE DRAGON, DEFENDER OF THE CROWN, LEATHER GODDESSES OF PHOBOS, DAYS OF THUNDER, NIGHTBREED, BARBARIAN II, F/A 18 INTERCEPTOR all at £4.50 each. Some of the boxes are tatty but the

games are o.k. CHRIS BURY, Tel: 0432 274169 any reasonable hour.

**INFOCOM SWOP 'N' BUY:** These adventures are accepted on the understanding they are ORIGINAL and with all packaging, and advertised for one month only. No responsibility can be accepted by either Probe or Nic Rumsey for any which are either copies or damaged. It is up to the individual to check that the swop will run on their machine (please note that the majority of Infocoms will run on either CPC6128 or Amstrad PCW but a few early ones are machine dedicated). Lists are sent on a SAE basis only. This month:

JAY HONOSUTOMO, 23 Tintagel Close, Hemel Hempstead, Herts HP2 6NL (0442) 242957 is looking for WITNESS and DEADLINE on Amstrad CPC6128.

As Infocoms become increasingly scarce month by month I have extended the range of Swop 'n' Buy to take in ALL machines. If you want to use the service either phone the helpline number on the back page of Probe or write to 167 Eastbourne Road, Lower Willigdon, E Sussex BN20 9NB. As usual it is a FREE SERVICE, just send a SAE if you want a reply to your letter.

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## **BUGS AND AMUSING RESPONSES**

### **PRISON BLUES**

By LORNA PATERSON played on Amstrad

For amusing responses try the following inputs: Open Basket, Read all signs and messages, Hit Jukebox, Sniff Helium, Examine Squirrel, Talk Squirrel, Sweep Floor, Smoke Cigarettes.

### **ANGELICUS SAGA**

By LORNA PATERSON played on Amstrad

For amusing responses try the following: Kiss Mermaid, Read Paper.

### **ADVENTURES OF ZEBEDEE GONIG**

By LORNA PATERSON played on Amstrad

Pray at the Altar and the Shrine.

### **TEMPLE OF TERROR**

By IAN OSBORNE played on Spectrum

At one stage during the game, it is necessary to close your eyes. Although this blacks out the graphics and negates the location descriptions, it does not prevent you from reading your spell book!

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## **SOLUTION SERVICE**

Solutions cost 30p each plus SAE. For complete list of solutions available from Probe please send SAE. Latest solutions received to update the list are:

ARAZOKS TOMB, A.R.E.N.A., ASHBY MANOR, ASTRAL PLAIN, BEHIND THE LINES, BOOK OF THE DEAD PTS 1 & 2 (Amstrad version), DEADENDERS, DESMOND AND GERTRUDE, DETECTIVE, ELF RESCUE, FANTASTIC ADVENTURE, GRUEKNAPPED, GUARDIAN, KINGDOM OF SPELDOME, LOST TEMPLE, PAWNS OF WAR PTS 1 & 2, PROJECT VOLCANO, PUZZLED, RISE OF THE DRAGON, SECRET OF MONKEY ISLAND, SPACE QUEST IV, STAR PORTAL, STATIONFALL, TEACHER TROUBLE.

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## HINTS AND TIPS

### REVENGE OF THE MOON GODDESS

By *Dorothy Millard* played on Commodore 64

Ring the bell to get through the stone doors.

Put the gold disk in the depression to open another door.

Throw items over the balcony for later use then JUMP into the lake.

Pull the arm on the first statue to open the door.

Put a book on the bookcase and it slides aside.

At north end of a passage insert coin in slot to close the chasm.

Put the screwdriver in the hole where the pit is and a rope drops down. Climb the rope to a rock shelf and get the disk before HOLDING ROPE and landing on the other side of the pit.

Putting sculpture in the niche first closes then opens stone grating.

Unlock wooden door then get hinges with screwdriver.

Use the door to escape down the river of lost souls.

### ESCAPE TO ZANUSS

By *Dorothy Millard* played on Commodore 64

Unscrew ventilation duct.

Teleport to the green forest.

Carry the beach ball across the quicksand to prevent you from sinking.

Bribe the guard with the coin.

Shoot the droid.

To open locked door you need the numbers you read on the TV screen.

Make sure you're properly dressed before entering the airlock.

Fix the time machine using screwdriver then USE TIME MACHINE.

### THE ISLAND (Duckworth)

By *Dorothy Millard* played on Commodore 64

Wave the staff for a bridge at the chasm.

Fire the bow and arrow at the rattlesnake.

The wondrous key is in the tree branches. After obtaining it chop down the tree with the axe to form a bridge.

Drop the block of wood in the swamp so you can walk across.

Use the dynamite to blow up the boulders.

Drop the sleeping pills in the alligators' pool to put them to sleep.

Drop the rope to climb the hill.

### STATIONFALL

By *Dave Havard* played on Amstrad

To fly Spacetruck, insert Spaceship Form into slot. Look up current time on Astrogation Chart (supplied with game). Type corresponding No.

To get food, open Thermos and drink soup as soon as possible. Leave the thermos open to cool. It will be needed cool later. The Vacuum Taffy is food, as is the Ramosian Fire Water. The Coffee is poisoned!

To enter the Space Village, get the crumpled form from trash can (level 7) and take it to laundry room (level 3). Open Presser. Put form into Presser. Close Presser. Turn it on and then off. Open it. Stamp the form with the validation stamp found under the station Commander's bed then go to the southern end of level 5 and insert village form into slot. (This also opens the other entrance to the village at the Military Sub-Module point, east on level 5).

The Medium Drill Bit is the only one you need. Get Floyd to get it for you. When he drops it you can get it.

Detonator: Open it and remove the blackened diode. Replace it with the diode from the Star in the Chapel. The J-series diode won't work (that would be too easy!)

## TEACHER TROUBLE

By *Peter Knowles* played on Amstrad CPC

You need to wear the Beekeeping Outfit and carry Jamjar to get honey.

You need Trumpet, Pin and wear Radiation Suit to free Mr Wood.

Give Novel to Mr Bennet.

Give Bowl of Sugar Puffs to Mr Morris.

When the dinner bell rings, get out of school and to the shops, but get back as quickly as you can before it rings again for the end of dinner or you will be expelled for being out of school.

## ASTRAL PLAIN

By *Peter Knowles* played on Amstrad

When at the Astral Plain for the first time, go down then on returning back to the Astral Plain follow the compass around in an anticlockwise direction starting at North.

Steel the sheep and bath it.

Stand on the Pentagram.

The Snake (Adder) wants an Abacus.

## ARNOLD THE ADVENTURER

By *Dennis Dowdall* played on Spectrum

Remove the books from the bookshelves.

Examine the moss to find a lever.

Give the tin to Tharg.

Prise open the trapdoor with the bone.

## SHIPWRECK

By *Dennis Dowdall* played on Spectrum

Tidy your cabin.

Tip the barman.

Fill the empty bottle with oil.

Leave the Idol alone.

Give Native Chief your tie.

Stuck in the marsh? Throw the rope at the branch.

Wear the helmet in the shaft.

Give the egg to the Lizard.

Light the stick at the camp fire.

## TREASURE ISLAND (River)

By *Roger Dowdall* played on Spectrum

In Part One to retrieve objects from your pocket you must GET (OBJECT) FROM POCKET. But in Part Two you must omit the FROM POCKET and just input GET (OBJECT) otherwise it will remain in your pocket.

## HUMBUG

By *Jeremy Smith* played on IBM PC

Grandad's asleep? A lullaby in reverse with his favourite instrument might help!

Well? Light the torch, break the wall, then wumpy will have a ball!

Can't get into Golden? Go with Grandad and he'll compensate.

Slug bugs? - Kettle plugs!!

If the monkey's a chimpanzee, get gift from the gardener, in the bin, then you'll see!

## ELVIRA - MISTRESS OF THE DARK

By *Ron Rainbird* played on Amiga

Catacombs: Search the Burial Chambers and you will find a coffin with an Iron Key. Search for an empty coffin and put the Bones in it. In this room is another coffin which must not be opened before you have the Iron Key. When opened, the room will be flooded. Swim down until

you find where you can swim up. Go up, take deep breaths, then go down again. Swim to grille and unlock it. Enter and find the late Grey Knight. Take another Key and get Moss.  
The Tongs from the Torture Chamber are used to get hot coal from Kitchen which must be immediately taken to the Tower with the Cannon. Light fuse with coal and watch the result.

### THE WIMP GAME

By *H Knott* played on Archimedes

Room 5: Enter temperature on the lift buttons and be parpared to wait.  
Room 6: Move the monitor to the right to get the disc drive and floppy disc. Put the drive higher up and insert the disc. Click on single red button of monitor and enter "obvious" as the password (from room 3). Click on space bar.

Room 7: Switch on till. Take packet of nuts from the card hanging on the left and put it in front of the till. Find the glass behind the empty beer mug and fill it from A then put it next to the nuts. The name A.R.CH.IM.ED.ES gives the order in which glasses are to be filled from the dispensers. Wait for the drinker to finish his drink. Click on till keys marked D, L, X, II and E. Click on the computer that appears.

### XANADU

By *Barbara Bassingthwaighte* played on BBC

Plant the bean in a growbag.

The Bivalve opens the oyster.

Play the dulcimer for the grumpy giant.

Hit the spider to kill it.

### HAMPSTEAD

By *Barbara Bassingthwaighte* played on BBC

The rusty keys unlock the garden shed.

Cash your Giro at the Post Office.

Force the cabinet with the screwdriver.

Say "Chubby" to the butler.

### HELVERA - MISTRESS OF THE PARK

By *Simon Avery* played on Amstrad

Scorpion problems? Jump on lump then lift carpet.

By Pine Cladding, examine it, examine knot, push knot, examine hole, place chain in hole to get key.

To inflate the balloon, fill it with gas (from bottle) then tie balloon. Beam of light: Close shaft, turn on fan, drop balloon (inflated). Then open shaft and turn off fan.

### DOUBLE AGENT

By *Kevin Murphy* played on Spectrum

TYPE the corresponding colour codes to get into some rooms.

Agent 1 should HOLD the LADDER and WAIT for Agent 2 to CLIMB it.

THROW the LEVER up the ladder, then use it to LEVER open the HATCH which is found by LIFTint the CARPET.

### LEGEND OF FAERGHAIL

By *Merc* played on Atari ST

Only Spellcasters can use Healing Staffs, and although these are "multiple shot" they do run out.

The Smith can buy a high-level spell called Titan's Fist, which is essential to solving the game, so don't Dismiss him!

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## GETTING YOU STARTED

### THE LOST DRAGON

By LORNA PATERSON played on Spectrum

Reception Area: S, S, E, GET BOX, W, W, SEARCH RUBBISH, GET PIPE, W, DROP BOX, CLIMB BOX, GET LEVER, PRESS BUTTON, PRESS 5, W, W, N, GET TWINE, S, E, E, S, PRESS 4, W, W, N, GET ROPE, S, E, E, E, E, OPEN WINDOW.....

### POWER COURSE

By LORNA PATERSON played on Amstrad

Part One: BUY ALE, GIVE ALE, ASK HELP, SW, SAY HELLO, ASK INFO, NW, SAY XOLZAN, ASK HELP, SE, NE, N, DIG UNDER BOULDER, N, EXAMINE SNOW...

Part Two: DIG, DIG, DIG, SEARCH SAND, GET HANDLE, GET TORCH, PUT HANDLE IN HOLE, TURN HANDLE HARD, SWITCH ON TORCH, D, E, E, SEARCH, GET PENKNIFE.....

### TEACHER TROUBLE

By PETER KNOWLES played on Amstrad

E, E, E, E, N, N, E, EXAMINE DESK, GET MONEY, W (dinner bells rings), S, S, W, W, W, W, S, S, OPEN DOOR, S, S, SPEAK TO LADY, E, N, EXAMINE COUNTER, BUY SUGAR, S, S, EXAMINE COUNTER, BUY RICE, N, E, EXAMINE COUNTER, BUY LAXATIVE, W, W, SPEAK TO LADY, N, N, N, N, E, E, E, E, N, N, W, W, GET SHOVEL.....

### ASTRAL PLAIN

By PETER KNOWLES played on Amstrad

You are at your own funeral: EXAMINE FLOWERS, EXAMINE CARD, EXAMINE SPIRIT (to get your soul), FOLLOW SPIRIT, D, GET ROD, OPEN GATE WITH ROD, OPEN COFFIN, OPEN COFFIN WITH ROD, GET STAFF, EXAMINE STAFF, READ STAFF, TYPE LIFE, EXAMINE SHADOW, GIVE STAFF TO SHADOW (he gives you a sword), ENTER PASSAGE.....

### TREASURE ISLAND

By DEREK SHAW played on Spectrum

I, EXAM CLOTHES, OPEN DOOR, IN, UP, N, OPEN DOOR, IN, EXAM BED, EXAM BILLY, OPEN FINGERS, TAKE SPOT, EXAM SPOT, UNDO SHIRT, OPEN CUPBOARD, IN, UNLOCK CHEST, DROP KEY, EXAM CHEST, TAKE PACKET, OPEN PACKET, TAKE MAP, EXAM MAP, PUT MAP IN POCKET, OUT, OUT, S, D, OUT, E, D.....

### PUZZLED

By DENNIS DOWDALL played on Spectrum

You start the adventure in your bedroom wearing your pyjamas, as you cannot wander about for long in your pyjamas you need to find your clothes: Examine the armchair to find some jeans, remove your pyjamas and wear the jeans, look under the bed and take and read the letter that you find, exam the jeans and you will find some gum and a wallet, open the wallet to find your cashcard, leave the bedroom and go north to the broom cupboard, go in and take the torch and the bucket, exam the cupboard to find a meter, exam it to see how it works, exam the dust and blow it to find the first piece of jigsaw.....

### INGRIDS BACK

By RON LATHAM played on Amiga

To stop the steamroller: SE - WAIT - WAIT - WAIT - FLOPSY, HELP - DOWN - EXAMINE TABLE - TAKE LOAF - OUT - GOTO STEAMROLLER - E - FLOPSY, TAKE PLANS - GNOAH, LIE IN FRONT OF STEAMROLLER - GOTO SOGGYBOTTOM FIELD - N - N - WAIT (14 TIMES) - KICK DAM - S - S - PUT LOAF IN CHIMNEY.....

## LEATHER GODDESSES OF PHOBOS

By NEIL ASHMORE played on Amiga

INVENTORY, NW, WEE, EXAMINE STOOL, GET STOOL, WAIT, INVENTORY, READ RULE BOOK, GET ALL EXCEPT TRAY, EXAMINE TRAY, GET FOOD, OPEN DOOR, S, READ SIGN, OPEN NARROW DOOR, S, EXAMINE PAPER, ASK TRENT ABOUT PAPER, N, UP, LOOK THROUGH WINDOW, LEWD, LOOK THROUGH WINDOW, UP, ENTER CIRCLE, W, NW, SHOW PAINTING TO MOUSE, GET MOUSE, DROP PAINTING, S, E, N, N, N, ENTER BARGE, EXAMINE CONTROLS, READ ORANGE BUTTON, READ PURPLE BUTTON, READ MATCHBOOK, DROP MATCHBOOK, PRESS ORANGE BUTTON, EXIT BARGE, N, EXAMINE MESSAGE.....

## ZORK I

By NEIL ASHMORE played on Amiga

S, E, OPEN WINDOW, ENTER HOUSE, W, GET LAMP, MOVE RUG, OPEN TRAPDOOR, TURN ON LAMP, D, S, E, GET PAINTING, N, U, U, GET KNIFE, GET ROPE, D, W, OPEN CASE, PUT PAINTING IN CASE, DROP KNIFE, GET SWORD, OPEN TRAPDOOR, D, N, KILL TROLL WITH SWORD (repeat until you kill him), DROP SWORD, E, E, SE, E, TIE ROPE TO RAILING, CLIMB DOWN ROPE, S, E, GET COFFIN, W, S, PRAY (you are transported outside), TURN OFF LAMP, S, N, E, D, D, N, DROP COFFIN, OPEN COFFIN, GET SCEPTRE, WAVE SCEPTRE, LOOK, GET GOLD, GET COFFIN.....

## JEWELS OF HONOUR

By MARGO PORTEOUS played on Spectrum

Part one - you start before castle gates: INVENTORY (you are carrying herbs), EAST (start again if random drunk attacks you), WAIT (old man appears with advice), ENTER FOREST, FOLLOW/GO PATH (a hermit is here making tea), WAIT, GIVE HERBS (he gives you a bottle of water and leads you to dell south of start position), NORTH, WEST, EXAM HUT and note advice (if you want to investigate then ramsave first. The jewel in there is a red herring), WEST, LIFT ROPE, CLIMB IN, EXAM BOAT, LIFT TARPAULIN, GET OARS, INSERT OARS, ROW BOAT. At other shore of lake: IN, EXAM GRASS, PULL UP CLUMP to get first Jewel of Honour.....

Part two - you start in Mystic's Cave and are carrying the rope, grappling hook, sword, helmet and the two jewels from part one. Initially you only have a limited time before dying of starvation, so have to plan your moves carefully: GIVE SWORD (Mystic gives you a Levitation Spell, if you try to leave he asks you for the password), ADVENTURE, OUT, EAST, DROP HOOK, CAST LEVI, NORTH, EAST, NORTH, NORTH (to Farms main dining room), LOOK BEHIND SHELF, GET LOAF, EAT LOAF - you are now safe from starvation and are free to explore.....

## THE INQUISITOR

By MARGO PORTEOUS played on Spectrum

You start in Desert before city gates: ENTER GATE (challenged by master-at-arms, ANY DIRECTION takes you to a dungeon with another man. You are now wearing a prison identification disc), SPEAK MAN (Father Camillus says his mission is to find an icon stolen from the Inquisition, you will have to take over. He collapses and dies), SWAP/EXCHANGE DISC (Jailor takes you before governor, removes disc, gives you a coin and asks for your name), FATHER CAMILLUS, GIVE COIN TO BEGGAR (he drops a medallion and says "find the sign when the sun is high"). You are now free to explore the city.....

## H.R.H.

By STEVE CLAY played on Spectrum

S (William takes Giro), S, PRESS BUTTON, S, S, W, ANSWER PHONE, GET TIMETABLE, E, E, E, S, CYNTHIA NEGATIVE, DRINK CHAMPAGNE, N, W, W, W, ANSWER PHONE, E, E, E, S, SYLVIA NEGATIVE, DRINK CHAMPAGNE, N, W, W,

W, ANSWER PHONE, E, E, E, S, DRINK CHAMPAGNE, SARAH POSITIVE, LOOK,  
GET ELEPHANT, N, W, W, PRESS BUTTON, N, N, N, GIVE ELEPHANT (William  
gives you Harry the spider), S, E, DROP SPIDER, GET BUS PASS.....

### FILES OF THE OCCULT - NYTHYHEL PT1

By THE CARTOGRAPHER played on Amstrad

GET ENVELOPE, OPEN ENVELOPE, READ TELEGRAM, EXAMINE RELIC, EXAMINE  
DESK, EXAMINE DRAWER, GET KEY, GET BEADS, EXAMINE HATSTAND, GET COAT,  
EXAMINE COAT, OPEN WALLET, EXAMINE CABINET, UNLOCK CABINET, EXAMINE  
CABINET, GET KEYS, WEAR COAT, S, EXAMINE CABINET, UNLOCK CABINET, GET  
NOTE, READ NOTE, EXAMINE COMPUTER, PUSH SWITCH, READ MESSAGE.....

### HUNCHBACK

By THE CARTOGRAPHER played on Amstrad

GET BOOK, W, S, D, S, GET BOOK, W, NE, GET NET, E, S, E, E, S, D, SW,  
GET BOOK, S, W, S, E, S, DROP BOOK, DROP BOOK, DROP BOOK, E, GET BOOK,  
N, E, GET BOOK, W, S, W, DROP BOOK, DROP BOOK, N, GET IRON KEY, W, N,  
N, KILL GUARD, LOOK, GET SWORD.....

### SMIRKING HORROR

By LORNA PATERSON

EXAMINE POSTERS, READ NOTE, S, W, EXAMINE LOCKERS, EXAMINE BATTERED  
LOCKER, GET CUP, E, D, D, W, D, EXAMINE DISPENSER, GET WATER, U, U, S,  
W, WAIT until water turns to ice, E, E, E, THROW ICE AT ARTHUR.....

### SEARCH FOR MITHRILLIUM

By LORNA PATERSON

S, S, E, N, MOVE CRATES, GET KEY, UNLOCK SHED, N, GET AXE, GET BEER,  
S, S, W, CUT LOGS, GET PLANKS, E, E, E, MAKE BRIDGE.....

### GRUE-KNAPPED!

By LORNA PATERSON

E, GET HELMET, LOOK, N, GET COMPUTER, W, EXAMINE PAINTING, EXAMINE  
QUAY, GET KEY, N, GET NUTCRACKERS, E, OPEN CUPBOARD with key, LOOK,  
GET TIGHTS, LOOK BEHIND CUPBOARD, GET WAND.....

### HELVERA - MISTRESS OF THE PARK

By LORNA PATERSON

LIE, PRESS FILM, HIDE, PRESS PLAY, OUT, S, E, S, S, W, GET SHOVEL, E,  
N, N, W, N, W, GET CLAY, MOULD CLAY, DIG.....

### THE PAWN (GOLDEN OLDIE)

By NEIL ASHMORE played on Amiga

REMOVE WRISTBAND (it won't move!), S, S, READ NOTICE, E, SAY "HELLO",  
GET NOTE, ASK KRONOS ABOUT WRISTBAND, GET CHEST, E, N, E, E, E, SW  
(the door is closed), INVENTORY, EXAMINE JEANS, EXAMINE POCKET, GET  
KEY, UNLOCK DOOR WITH KEY, OPEN DOOR, SW, DROP KEY, GET HOE, GET RAKE,  
EXAMINE BENCH, GET TROWEL, EXAMINE TROWEL, LOOK UNDER BENCH, EXAMINE  
POT, EXAMINE PLANT, PLANT POT PLANT IN PLANT POT WITH TROWEL, NE (move  
any direction now and adventurer appears!), GIVE CHEST TO ADVENTURER  
(kills him), LOOK UNDER MAT, GET KEY, E, SHOW NOTE TO GUARDS, W.....

### MAGICIANS APPRENTICE

By LORNA PATERSON

GET BACKPACK, EXAMINE BACKPACK, LOOK, GET MAP, GET STAFF, S, E, S, E,  
READ MAP, S, S, U, EXAMINE BED, GET HAT, SAY HOME.....

CONTRIBUTIONS FOR THIS SECTION WOULD BE APPRECIATED PLEASE

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## **SERIALISED SOLUTIONS THE AXE OF KOLT**

By JACK LOCKERBY played on Spectrum

Continued.....

### **PART FOUR:**

You start the final part of this enthralling adventure in exactly the same position as you ended part 3. Namely, locked up in chains with no place to go. The only thing different is that now, your tummy starts to rumble, a sure sign that it needs feeding. You let your jailors know in no uncertain manner and keep up a steady old racket until the miserable looking jailor pushes a plate into your cell. It's awful muck but holding your nose you swallow it down. Your stomach sends an S.O.S. to your brain and you start to moan, at first the jailor mocks at you, but as you moan louder he becomes quite concerned and opens the cell door and steps inside. Big mistake! You aim a swift kick at him and he falls to the floor, out like a light. A quick search through his pockets and you find a set of keys. You unlock the manacles and lock them on the jailor. You then search the cell and find a dirty piece of rag among the filthy straw. You gag the jailor, unlock the cell door and, once in the corridor, you close and lock the door. You move south and enter another cell and lock yourself in.

After a while a troop of Xixons arrive looking for the jailor but finding all the cell doors locked they dash off looking for him. Steadying your nerve you unlock the cell door and step outside, making sure that you relock the door after you. In the corridor you notice a small grill in a channel that runs along the centre of the floor. You find the goggles that you hid when you were captured at the end of part 3 by searching the hole in the grille. You wear the goggles, you never know! You now proceed north and up some steps that lead into an L-shaped chamber. Off to the east is a table but hearing voices you decide to hide under it. An officer enters with some soldiers, he barks out a few orders and orders one soldier to remain in this room. Not knowing what to do you wait and presently the soldier falls asleep. You feel around under the table and find a cudgel, a handy weapon. Emerging from your hiding place you search the table and see some butter. You decide to leave it there for the moment. You approach the sleeping warrior and hit him with the cudgel. He collapses under the blow but as he falls he strikes you with a knife and manages to inflict a deep wound on your leg. You pick up the items you dropped in the struggle and wear the goggles again. Before you attempt anything else you know you must staunch the flow of blood or you will soon faint and easily be captured again. You head up and north into an east-west corridor. You head east and try to open the first door you come across but there is something jamming it on the other side and you are in no position to do anything about it just yet. The next door you open easily and inside you search the bedchamber and the shelf. You tear up the sheet and bandage your leg. You then search the bed and find a bottle of acid. The leg seems okay but you still need expert attention. You return to that stubborn door and push on it hard until it flies open. As you enter the room, a scullery, you are confronted by a frightened woman holding a crossbow and she is pointing it at you!

You calm her and she tells you her story. You then ask her to examine your leg. She gives you a small key and tells you to go to her room and fetch what you find there. Before you go you search the room and find a length of string. As you leave the room the woman shuts the door and bars it again. You travel west until you come to a spiral staircase. You go up until you hear voices coming from up above and as

there is an exit here to the east you decide to go that way. You are stopped in your tracks by the figure of a soldier standing in the corridor. Fortunately, he is looking the other way. After a moments hesitation you creep up behind him and throttle him using the string. You pick up the broadsword he was carrying and you try the key in the door. It unlocks! You open it and drag the dead soldier inside. You find some clean linen and a bag in the room which you take and, leaving, you close and lock the door and return to the woman. You knock on the door and say "me" and you are ushered into the room. You give the bag and the linen to the woman and she re-bandages your leg. You are still feeling hungry so you ask Alison for some food. She gives you what she can spare and it revives you a little. Searching the cupboard you find a piece of dried meat. You start to talk to her but she is frightened for your safety and urges you to leave.

You head off to the spiral staircase and start climbing until you come to that same landing and you travel east, past Alison's room, to another flight of stairs. You go up until you find a clear passage west. You meet a soldier and manage to kill him with your broadsword. Feeling rather weak you eat the piece of dried meat. It was tough but it certainly revived you. Going west again another soldier attacks you. Fortunately you were strong enough to defeat him. A strange dwarf appears each time you do battle and carts the dead soldiers away. You carry on west and go up to the embrasure. You climb the embrasure and then find a tight opening which bars your way. You then decide to return to the lower levels to pick up that butter. Back in the L-shaped room you search the dead soldier and find a pair of gloves, then you move him and pick up the knife he used to cut your leg. You go to the table and pick up the butter and then make your way back to that tight opening. You rub the butter on the opening and then wear the gloves to cover up the butter left on your hands. Going west through the opening to a narrow ledge with a drainpipe a few feet away to the west, you jump west and cling on to the pipe. You climb up the pipe but are stopped short by the sight of a soldier leaning on the battlements, his back towards you. You drag him over the battlements and he falls to his death far below. You go on up to the battlements and proceed north. You notice a couple of Xixon guards off to the northwest so you wait until they move away before you proceed east. This time you notice a single Lizardman standing a few feet away to the east. You wait a short time but as he makes no movement you throw your knife at him. A direct hit! Pretty soon that same dwarf appears and carts away the body.

At the far northwestern corner of the battlements you look down and see a flagpole. You examine it and untie the rope. You then head east until you come to one of the towers. Looking up you notice a metal bar a few feet above your head. You grab the bar and break it by pulling down on it several times. You tie the rope to the bar and look for a suitable place to wedge the bar so that you can climb down the rope. After trying various places you settle on a spot on the south side of the battlements, just east of where you climbed up the drainpipe. Wedging the bar behind the battlements with the rope hanging over the side, you climb down the rope. You land on a narrow ledge where a large grille covers the opening into a dark chamber. You try to dislodge the grille but with no success. Then you suddenly remember the small bottle of acid so you pour some of it onto the grille and you catch it as it breaks free. It is very heavy and you are fearful of dropping it and hitting someone below, so you tie it to the other end of the rope. You climb in and notice the Axe fixed to the wall by iron staples.

You pour the remaining acid on the staples and the axe falls free. You climb out and up the rope. At the top you pull up the rope and untie the grille. You head north and east and again wedge the bar as before. You climb down the rope and see a building about thirty feet below and west of the rope. You swing west until you are able to grab hold on a drainpipe whilst still holding on to the rope. You flick the rope and the bar comes free, you grab hold of the rope as it falls. Climbing down the drainpipe you reach a sloping roof. Looking down you can see the courtyard, you go north and look down again, this time to see a young man who must be Kelson, in the window of a building opposite.

You untie the rope from the bar and tie it to the axe. After attracting Kelson's attention by shouting you then show him the axe. He is overjoyed and urges you to get the axe to him as quickly as you can. The roof of the other building is about 15 feet away, impossible to jump that distance from a standing start. You go south and then run as hard as you can and when you reach the edge you jump and make it safely across the gap to the other roof. You carefully lower the axe down and the king grabs it. He waves it in triumph, unties the rope and disappears from view. Inside the castle the king invokes the magical powers of the Axe and smashes his way out of his cell. The Xixon are mesmerized by the aura of the Axe and fall like ninepins. This is the signal that the people of Domreil have been waiting for and they turn on their oppressors. Soon the city is back under human control. You are made Duke of High Jamack - as your reward for returning the Axe of Kolt.

ADVENTURE COMPLETED!

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## WHAT'S IN A NAME?

By TOM FROST

Inspired by the Birthday Competition in the June issue of Probe, our Tom set to work with a different wordprocessor and spellchecker to see what he could come up with. As well as the other names Tom tried quite a few more, see if you can find your name among this list!

LAIRY HORSIE  
THE GRUB  
JOAN PACKET  
THE AMATEUR  
THE INBREEDER  
JOHN WIGEON  
SUE ROSEBAY  
IAMB BROWN  
MANGO PORTENDS  
BARBARY BASHING  
KEA GRAY  
MARK ELATING  
MIKE GEARED  
EM HEDGE

NIB RUMEN  
VICAR JACKPOT  
ALLAH PHALLI  
ALE BALDING  
JUNE ROBE  
THE WAYFARE  
PHI GLOVE  
JACK LOCKER  
ROAN RAINBOW  
MACERATE CREDOS  
GRANA WHEELER  
JAY HONEST  
CHRISTENED HEATER  
DOORWAY MIDLAND

TARTAN TAB  
MANGY ROADSIDES  
NEAP SHIPMENT  
WAFTER POOLED  
THE BALING  
LOAN PATERS  
SIMONY AVER  
HUG T WALKER  
JIB STRUTTERS  
DACE BARKER  
BOB ADAGE  
SHADOW HARDWOOD  
VICE BARKER

No prizes this time, I'm afraid, but this should cause some more fun on the telephone and at the Convention! I wonder why I always come out as Mangy - think I ought to change my name!

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## KINGS AND QUEENS OF THE CASTLE

GARETH PITCHFORD, 45 Underwood Drive, Whitby, Ellesmere Port, S Wirral, L65 9BH can offer help with the following SPECTRUM adventures: AGATHAS FOLLY, ARNOLD THE ADVENTURER, AUNT VELMA IS COMING TO TEA, BOUNTY HUNTER, BULBO AND THE LIZARD KING, CAPTAIN KOOK, CIRCUS, CLOUD 99, CRACK CITY, DESMOND AND GERTRUDE, DOUBLE AGENT, ESCAPE (Tartan), FINAL MISSION, FOREST AT WORLDS END, FROM OUT OF A DARK NIGHT SKY, GREEN DOOR, HARVESTING MOON, HAUNTING, HERMITAGE, HEROES OF KARN, HOBBIT, JEKYLL AND HYDE, MOUNTAINS OF KET, PAWN, QUEST FOR GOLDEN EGGCUP, QUEST FOR PICKLED CABBAGE, SECRET OF LITTLE HODCOMBE, STAR FLAWS, RED DOOR, RETARDED CREATURES AND CAVERNS, TEMPLE OF VRAN, WARLORD, WINTER WONDERLAND.

DEREK SHAW, 7 James Ave, Clearways Park, West Kingsdown, Kent, TN15 6BH can offer help with the following SPECTRUM adventures: SINBAD AND THE GOLDEN SHIP (PT1), HOBBIT, ROBIN OF SHERWOOD, VALKYRIE 17, IMAGINATION, QUEST FOR HOLY GRAIL, COLDITZ, HEROES OF KARN, EXCALIBUR, BOOK OF THE DEAD (PT1), SUBSUNK, QUESTPROBE 3, ERIK THE VIKING, INSPECTOR FLUKEIT, LIFETERM, SEABASE DELTA, SNOW QUEEN, APACHE GOLD, SPY TREK, URBAN UPSTART, RIGELS REVENGE (PT1), AFTERSHOCK, BUGSY, WINTER WONDERLAND, DRACULA, FRANKENSTEIN, SEAS OF BLOOD, BIG SLEAZE, WOLFMAN (PT1), DOUBLE AGENT, INNER LAKES, REALM OF DARKNESS, HAMMER OF GRIMMOLD, MATCHMAKER, ENCHANTED COTTAGE, DAVY JONES LOCKER, LIFEBOAT, TREASURE ISLAND (PT1).

JOAN PANCOTT, 78 Radipole Lane, Weymouth, Dorset, DT43 9RS can offer help with the following AMSTRAD adventures: ACHETON, ADVENTURES OF ZEBEDEE GONIG, ADVENTURE QUEST, AFTERSHOCK, ANGELICUS SAGA, ANGELIQUE, APACHE GOLD, ARNOLD GOES SOMEWHERE ELSE, ATALAN, AVON, AXE OF KOLT, BALLYHOO, BESTIARY, BLACK KNIGHT, BOGGIT, BORED OF THE RINGS, BRAWN FREE, CASTLE BLACKSTAR, CASTLE OF SKULL LORD, CITY FOR RANSOME, CLASSIC ADV., COLOSSAL ADV., COLOUR OF MAGIC, COUNTDOWN TO DOOM, CRISPIN CRUNCHY, CRYSTAL THEFT, CURSED BE THE CITY, DODGY GEEZERS, DRACULA, DUNGEON ADV., DUNGEONS A A 'N EVERYTHIN', EMERALD ISLE, ENCHANTER, ERIK VIKING, ESCAPE FROM KHOSHIMA, ESCAPE FROM PRISON PLANET, ESPIONAGE ISLAND, FANTASIA DIAMOND, FLOOK, FOREST AT WORLDS END, FOURTH PROTOCOL, GIANTKILLER, GNOME RANGER, GREMLINS, GRUEKNAPPED, GUILD OF THIEVES, HEAVY ON THE MAGIK, HELVERA, HEROES OF KARN, HEZARIN, HITCHHIKERS GUIDE, HOBBIT, HOLLYWOOD HIJINX, HUNCHBACK, IMAGINATION, INCA CURSE, INFIDEL, INGRIDS BACK, JINXTER, JEWELS OF BABYLON, KENTILLA, KINGDOM OF HAMIL, KNIGHT ORC, KOBAYASHI NARU, LANCELOT, LEATHER GODDESSES, LORDS OF TIME, LOST PHIRIOUS, MAGICIANS APPRENTICE, MESSAGE FROM ANDROMEDA, MINDFIGHTER, MINDSHADOW, MONSTERS OF MURDAC, MORDONS QUEST, MOUNTAINS OF KET, MYSTERY OF INDUS VALLEY, NECRIS DOME, NEVER ENDING STORY, NOT A PENNY MORE, NOVA, ORB QUEST, PANIC BENEATH THE SEA, PHILOSOPHERS QUEST, PLANET OF DEATH, PRICE OF MAGIK, PRISON BLUES, PROJECT ANNIHILATION, PROJECT VOLCANO, QOR, QUEST FOR GOLDEN EGGCUP, QUESTPROBE III, RED MOON, RETURN TO DOOM, RETURN TO EDEN, RIGELS REVENGE, ROBOCIDE, SCAPEGHOST, SCARY TALES, SEABASE DELTA, SEAS OF BLOOD, SIMPLY MAGIC, SMASHED, SMIRKING HORROR, SMUGGLERS COVE, SNOWBALL, SORCERER, SOULS OF DARKON, SPELLBREAKER, SPYTREK, STAR WRECK, SUBSUNK, TALISMAN OF POWER, TERRORMOLINOS, BASE, CASE OF THE MIXED UP SHYMER, THE ISLAND (K.Bond), THE PAWN, SPIRO LEGACY, SYDNEY AFFAIR, TEST, TRIAL OF ARNOLD BLACKWOOD, VERA CRUZ, TIME, TOP SECRET, TOTAL REALITY DELUSION, VERY BIG CAVE ADV., VIDEOWORLD, VILLAGE OF LOST SOULS, WARLORD, WISE AND FOOL OF ARNOLD BLACKWOOD, WORM IN PARADISE, YARKON BLUES and ZORK I.

PLEASE ENCLOSE S.A.E. WHEN WRITING FOR HELP!



# TELEPHONE HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum
DUREEN BARDON	0653 628508	MON TO FRI 6PM TO 10PM Weekends any reasonable time	Spectrum
JOAN PANCOTT	0305 784155	SUN TO SAT 1PM TO 10PM	Amstrad
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Amstrad
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad
MERC	0424 434214	ANY REASONABLE TIME	Atari ST
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga
VINCE BARKER	0642 780078	ANY REASONABLE TIME	CBM 64
BARBARA BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	Various
ROBIN MATTHEWS	0222 569115	OR 0642 781073 EVENINGS AND WEEKENDS	IBM PC
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Various
NIC RUMSEY	03212 2737	MON TO FRI 6PM TO 9PM	Various
DAVE BARKER	071 7321513	MON TO FRI 7PM TO 10PM	Various

## \*\*\* 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.

## \*\*\* ADVENTURE PROBE \*\*\*

NEW TELEPHONE NUMBER FROM MARCH 21ST!  
0492 877305

Between 10am and 9pm any day apart from Sunday please

If you need to contact Adventure Probe then I will try to be available during these times apart from shopping and the occasional evening meeting. If you are telephoning for help on an adventure then please try to call during daytime hours but please try one of the helplineers for help first, as above.

PLEASE MAKE SURE YOU ONLY RING DURING THE TIMES SHOWN