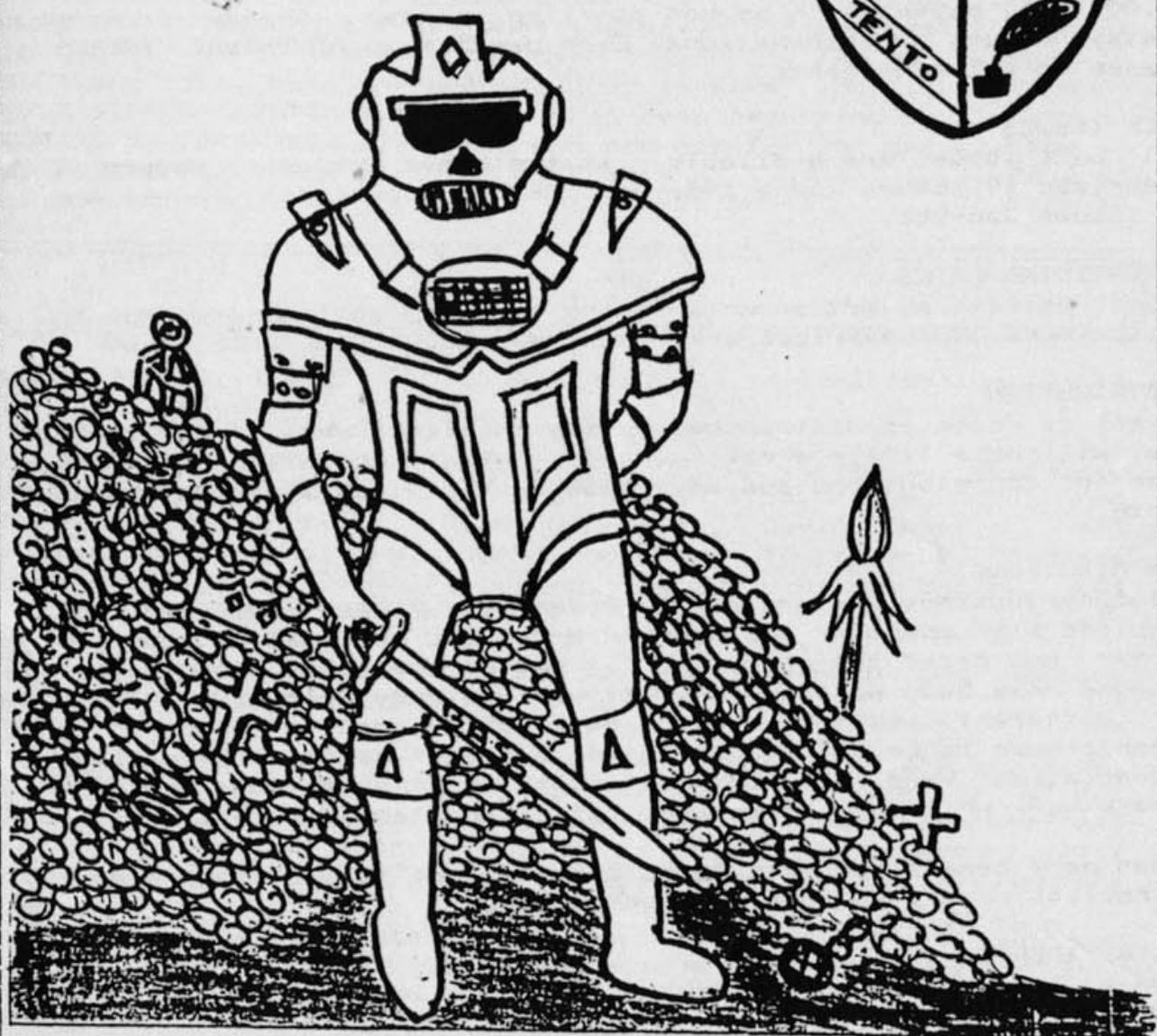


ADVENTURE PROBE

SEPTEMBER 1992 £2.00

VOLUME 6 ISSUE 9



Run by enthusiasts for enthusiasts

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

It will be assumed that letters sent directly to June Rowe (Letters Editor), 46 Hurdon Way, Launceston, Cornwall, England, PL15 9HX are for publication, all other communications should be sent to the address below.

SUBSCRIPTIONS

Copies can be ordered monthly or in multiples up to 12 issues; sorry no discount for quantity. Prices per issue: U.K. £2.00, Europe & Eire £2.50. Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to ADVENTURE PROBE. Please do not send cash.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986-Dec 1987), subsequent volumes are 12 issues Jan-Dec.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: FULL PAGE £5.00 HALF PAGE £3.00

DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule) Copy date for contributions and advertisements is 14th of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well-supplied with computer and adventure-related material. It doesn't matter how brief the entry is, it may be the very information someone has been waiting for. It will be very helpful if items for different sections are on separate pieces of paper. It doesn't have to be printed or typed, but best handwriting will be appreciated. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

Other more general contributions can still be forwarded as I hope to collate them into special supplements.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. but not letters for publication, to:

Barbara Gibb - Editor, Adventure Probe, 52 Burford Road, Liverpool L16 6AQ. England. U.K.

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HALL OF FAME

Many thanks to the following who have sent in contributions since the last issue:

Dorothy Millard, Ron Rainbird, Simon Avery, Grimwold, "Sandrunner", Janice Charnley, Diane Rice, June Rowe, Ken Chambers, Geoff Lynas, Mandy Rodrigues, David Charnley, Alf Baldwin, Jim Donaldson, Jack Lockerby, "Cockroach", Barbara Bassingthwaighte, Gareth Pitchford, The Grue, Alison Bailey, Neil Shipman, Lon Houlston, Tom Leahy.

Special thanks to Tony Collins for the software and Barbara Bassingthwaighte for the cover picture.

I'm always on the lookout for new ways of improving the magazine. I have tried a Desktop Publishing package but found it a bit restrictive as it cancels any special layout in the imported text and seems to create extra work, so is very time consuming. Has anyone a suggestions on layout, new sections, etc.....Barbara

No time to read the latest 500-page best selling novel? Do you fall asleep before you have read a page or chapter? Why not try Alternaties, a quarterly magazine packed with short stories and serials about the fantasy world of elves, giants, evil, etc. all the good things that make a good adventure. Send £1 to Mark Rose, Alternaties, 39 Balfour Court, Station Road, Harpenden, Herts. AL5 4XT, and please mention Adventure Probe.

EDITORIAL

Welcome to Volume 6 Issue 9

Firstly, I have some wonderful news. Maurice has written to say that Joan has had a knee replacement operation and is progressing well, and although she won't be able to walk properly until the other knee is done, she is beginning to feel much more confident about the future. I know you will all join me in wishing Joan a speedy return home.

I suppose another bit of good news is that not one of you complained about the printing of the last issue. I worked very hard on it for three weeks, only to be let down by the printers. They had done excellent one-offs for me, but when it came to a big order, they fell short of expectations. If anyone has a copy they consider unacceptable please return it to me, and I will forward another, hopefully of better quality. The last few in the box must have been the first printed and look better than some I sent out.

Many of you have written to say you like "the old familiar magazine" and I hope you won't be disappointed with this issue. I didn't have many contributions apart from reviews, and spent most of the time since the last issue playing adventures so that I had something to print. I know it is bias towards the 8-bit machines, but that is because I am more familiar with Spectrum and Commodore adventures. I've got disc boxes crammed with P.D., Licenceware and Shareware adventures for the Atari, now it looks as if I will have to play a few of them.

I appreciate the fact that most companies can't afford to supply free software so I rely on readers to send in reviews of adventures they have purchased. I've always thought this system worked well, but would like to hear your comments. Would you like it to be standardized, i.e written in sections under headings such as packaging, screen presentation, gameplay, etc.? One point I would like to mention is that sometimes the reviews, especially for the 16-bit machines, don't always give details of the minimum requirements such as memory and type of monitor needed.

The recession is also the reason I haven't increased the cost for advertising, especially when From Beyond don't charge anything for adverts. I'm trying hard to keep costs down, so please don't expect a reply to your letters unless you enclosed a stamped, addressed envelope.

The telephone helpline is severely depleted at the moment. If anyone would like to offer their services, please forward details of computer(s), days and times available. Even a few hours a week is appreciated.

I have asked quite a few questions here and throughout the magazine. Here is another. What do you do with Probe? Do you read it the day it arrives, and then put it away, never to be opened again? Do you read it and keep it for future reference? Is the layout ideal? Please let me know what you think..... Barbara

LETTERS - edited by JUNE ROWE

From The Grue, of Ormskirk, W.Lancs

First of all congratulations to Barbara for taking on Probe. To produce a monthly fanzine takes a lot of effort and hard work, especially when she hasn't done anything like this before. Judging from her first issue, Probe appears to be in good hands. Enjoyed the interview with Michael Roberts: as a user of TADS I found it really interesting and can only endorse the comments made by Neil (Frob) Shipman. Perhaps the only point I'd like to make about TADS is that the manual is very poor and when a programming utility is as powerful as TADS then any lacking in the manual seems to be more noticeable. Neil wondered if Amiga owners would be able to use TADS if they had an emulator - I suppose that was a hint, Neil!

Well, I loaded my PC emulator and gave it a whirl and found that the answer to Neil's question is YES. I tried to compile THE FOUR SYMBOLS which I'm converting to the PC. It took 30 minutes and I have only converted about one-fifth of it so far. I imagine it would take longer to compile the complete conversion. Still, it compiled fine so I ran a finished game to see how slow it ran once a game was compiled. It took about 5 minutes to set itself up but when it was running the response time was quite acceptable, considering it was running under emulation. So there we have it - you can use TADS on an Amiga, but you'll need a bit of patience, especially when compiling. See you at the convention

*

Sorry we didn't get this into the July issue, but now you'll have had time to read the August issue, with more of Neil's interesting interview about TADS. (June)

From Alison Bailey of Cambridge

Having recently inherited £700 in the will of a great aunt who died at the age of 96, I have decided to buy myself another computer. I have been playing adventures on my Spectrum 48K for several years, and now I see adventures for other computers advertised, which I would like to try. Trouble is, I can't make up my mind which computer to buy - any supplier will, of course, make out that theirs is the best on the market, but I am hoping that some Probe readers will be kind enough to give me advice from a user's point of view. Users will, I hope, tell me about the drawbacks of their particular computer, as well as the good points. Availability of adventures will be a deciding factor in my choice, but I would also be looking for a computer with a good word processor and hoping to find one as good as TASWORD 2, which I now use. I shall look forward to the next issue of Probe, and I hope it will contain helpful suggestions. The money is nearly burning a hole in my pocket (metaphorically speaking), but I don't want to buy a machine which would disappoint me later.

*

I would recommend a BBC with Wordwise Plus, but my Beeb is a very old one and I don't know what the current price would be. While Wordwise Plus is an excellent word processor, I'm not sure about the number of adventures available. Hopefully, readers will write in with more concrete advice (June)

From Mandy Rodrigues of Llandudno

I just had to write and tell you what a thrill it was to receive the August issue of Probe. Being a Probe reader is almost as good as being the editor! I didn't get the same excitement out of the July issue because I had, of course, seen it all in advance of everyone else, but the August issue took me back to the days when, like everyone else, I excitedly snatched it from the postman (poor bloke was quite pleased to see me as he thought I had died with the drastically reduced amount of mail arriving these days!) and all life as we know it drew to a halt while I scanned each page to see what was happening in the adventure world. I had planned to do lots of things the day it arrived but didn't budge from my chair (except to snatch copious cups of coffee) until I had read it from cover to cover and back again.

What a great job you are doing, Barbara. You jumped in at the deep end and didn't flounder once. I can see Probe going from strength to strength under your excellent guidance. I was a bit sad to read that contributions are a bit slow in arriving, and I intend, as I hope everyone else will do, to send something every month if I possibly can. I suppose I will shock everyone with my first contribution, which happens to be for the "strategy section" (shock! horror! Mandy SWORE!), but as it happens to be a review of a brand new game I thought it would be best to start off with that (and it is the least I can do to cheer poor Ted Bugler up a bit after the responses to his recent letters!) Adventure reviews will follow, if everyone can put up with my waffling - maybe after all this time you are a bit fed up with hearing from me - but as I now have lots of time on my hands to play adventures (for a change), I can do something about adventure reviews. I might even write another of my own (stop groaning Bob!)

It is rather strange, but Barbara and I seem to have changed places completely as I am now finding myself with loads of games to PLAYTEST! Isn't life funny?

Well I'm off now. Must get on with the chores I neglected whilst reading Probe. But before I go I must say how pleased I was to hear about the double happy event for Jim and Hazel O'Keeffe; I'm glad Jim is back with Probe again. My good wishes go to Simon Avery - I hope he will be happy in his new home. Finally, to say how saddened I was to hear that Joan Pancott has had to go into hospital again. Poor Joan has really been through the mill this past year and I add my wishes to yours that she will have a speedy recovery.

*

Always pleased to hear from you, Mandy, and I expect all the friends you made while you were editor will be, too. If you still have some of the computers you confessed to at the last convention, please send in some advice for Alison Bailey! (June)

* * * * *

REVIEWS

MAROONED

Written by Laurence Creighton

Reviewed by Barbara Gibb on a Spectrum

Since early childhood you have dreamed of owning a sea-going yacht. A windfall brings this dream to reality, so you dash round to the nearest boat-yard, purchase a sleek yacht, take a few sailing lessons and then set out on the trip of a lifetime. After three days a violent storm wrecks the yacht and you find yourself tossed into the sea before you can send out a Mayday signal. Worse than that, you can't swim!

Your adventure really starts with you thrashing about in the sea, no sign of land and the huge waves about to claim you for a third time. If you elude the watery grave, your next problem is to scale a cliff. At the top is a church - go in and offer a prayer of thanks for your safe deliverance before having a good look around. The villagers discourage visitors by placing a guard at the gate on the road leading to their village, but when you do get a chance to meet them they are friendly but reluctant to help unless you can pay for their services.

The island has many familiar barriers - pit, boarded-up shop, dark cave, rat-infested cellar, locked shed, swamp - yet the puzzles will keep even the seasoned adventurer busy for many a long day or two. Although I playtested this adventure, I was still caught out when I ran through it to refresh my memory. A branch, a favourite object for adventure writers, has various uses. I should have remembered how devious Laurence can be - "don't burn your (.....) before you (.....)" meaning "some puzzles must be solved before others".

As with all good adventures, clues can be gleaned from the text, such as EXAMINE PEWS and you are told "Fairly high, with lots of space for your feet" - nine words that should alert your senses and embellish the imaginary picture you already have of the church. Laurence, thank goodness, does not go in for clever and jokey text, but the occasional touch of humour comes through, as in EXAMINE BUSH and you are informed "My name is George".

With 46 locations, 34 of which have one or more object/puzzle in them, this is a compact, well-programmed adventure. Not the authors best, in my opinion, that remains The Golden Pyramid, but nevertheless, a very entertaining adventure.

Laurence is one of the primary supporters of text adventures for the Spectrum. It seems only a short time since his first, The Lost Temple, was released, yet here is his eleventh, and no doubt there is another one in the pipeline. Long may he keep them coming.

Available for 48/128/+3 Spectrums from:

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX
£2.49 (tape) £3.49 (3" disk*)

*Please note that although the adventure will load from disk, SAVED positions should be to tape.

* * * * *

FASCINATION

Reviewed by David Charnley on an Amiga
(£29.99, or less if you shop around)

So finally for the female gamesplayer (or male; not to be sexist!) a programming team have produced a Mrs. Leisure Suit Larry. The adventurous young lady, product of the French "Coktel" company, does not have Larry's sort of time on her mind though.

Miss Doralice is a pilot for a shuttle flight and acquires a vial of mysterious liquid after a passenger dies in her arms. With orders to deliver it to a lab. in Miami, our character is drawn into a web of intrigue and a plot involving a merciless mad scientist's plan for world domination.

Fascination is controlled through a very simple "click-and-interact" system. Objects from your inventory can be used with other "on-screen furniture" to solve problems, by clicking on the required item in the "stocklist" and dragging the icon onto the appropriate area. Clicking on anything within the screen will result in a description or, sometimes, an interaction.

Puzzles in Fascination are logical so won't often keep the player frustratingly stumped, yet, in places, are quite challenging. Generally, the game will keep you coming back until you're past "that puzzle" because it's so easy to be absorbed. This adventure deserves to do well - not only because of the "16" certificate, a gimmick which the French thought would be suitable due to the odd pixelized glimpse of nudity, but more like a novelty to bolster sales ...

* * * * *

POLICE QUEST 3

Published by Sierra
Reviewed by David Charnley on an Amiga

O.K., admit it! Who's always wanted to drive at 130 m.p.h. down the motorway, sirens blaring, lights flashing, screaming "STOP: POLICE!" at some show-off Porsche owner? Law-enforcing isn't all burning rubber. Pulling over drunks, giving people tickets, working long nights, writing reports, talking to old ladies and knowing death could be around any corner all come as part of the package. Still sound good? Maybe not. If there's something about police life that intrigues you though, P.Q.3 might be in the running even now.

P.Q.3, guaranteeing to allow gun-toting as well as pencil-toting is a Sierra "point-and-click" adventure game. Icons are the control here. Now, before I forget, no one could do a review of P.Q.3 without mentioning the disk-accessing. Only those with the patience of the whole of the 12 disciples need apply. Every action brings a "whirr" from the drive and instant game freeze. Most annoying.

With the game comes a police procedure handbook. Codes and all within must be followed to the letter or "GAME OVER". This might appeal as may the puzzle/action genre. Only those willing to persevere against dead ends will be suitable to work the Police Quest shift.

Graphics are a great improvement over the previous two games in the series, but with this comes a serious halt to any speed the game may have had. You spend more time twiddling your thumbs waiting for the drive to stop than you do playing the game. Sound, when used, is good but jingles are few and far between. So, the bottom line - although P.Q.3 is instantly intriguing, the average adventurer will have to have the patience of Mother Theresa to stick at it.

* * * * *

DANGER! ADVENTURER AT WORK! 2

Written by Simon Avery

Reviewed by Ken Chambers on a C64

Having survived the rough trip and finally finding the ideal place to play adventure games, your computer monitor goes blank. That is when you remember the electricity bill you threw in the bin.

So begins the second part in the DAAW series. DAAW2 is a little different from the first part in that you need to visit three different areas in order to pay your electricity bill. These areas are accessed via a portal which is controlled by three coloured buttons. Sounds easy, no it's not. What use is a pile of clothes that do not fit you, what does the little girl in Santa's Grotto really want, and how do you get past the Double Glass Doors at the electricity board? Just a few of the logical and many puzzles you will need to solve to complete the game so you can get to play your adventure again.

During your travels you meet a variety of people and animals who will on main help you in your quest. The name of the game is to examine everything you see or find to help you on your way. Talking to animals is also extremely useful.

This game retains the author's sense of humour found in his other two games so far available to C64 users which helps the game to flow. Two points to mention, one is the inclusion of an information command which gives you a list of some of the verbs used in the game and the other, the abbreviation of some commands to make the game "user friendly".

I have now played all three of Simon's releases for the C64 and enjoyed them all, I hope that more will be converted to this format.

Available from: The Guild, 760 Tyburn Road,
Erdington, Birmingham, B24 9NX Price: £2.00 on disk or tape
(cheques/p.o. payable to Glenda Collins)

* * * * *

GERBIL RIOT OF '67

Written by Simon Avery

Reviewed by Jay Honosutomo on Amstrad CPC

After committing the morally unforgivable crime of provoking the gerbil riot of 1967, you were tried, convicted and sent to an asylum for the rest of your life. Since the prospect of spending 40-odd years in a building full of mentally-ill patients does not really appeal to you, you attempt to escape. Several times, in fact. All without luck. So, you decide to give it one more attempt, in the hope that, maybe, you might just succeed

Yes, this is the latest game from Simon Avery to grace the Wow Software Library. Many of you Amstrad owner out there have by now played at least one of Simon's games, and probably have enjoyed it too. You would not have been sitting bored at the computer, that's for certain!

Although being one of Simon's later games, I found that "gerbil Riot" has perhaps lost a little of the originality and challenge of his previous ones. Not to say that this is a bad game, just slightly below par with his other efforts.

On the other hand, though, anyone who is a true Avery-fan will love this one. The puzzles are not too hard, although they all require a certain amount of logical thought. Once again, the humour is all there. Nearly everything you do in the game has that zany touch which everyone has come to expect of Simon's games.

Another good game then, although, I don't think he stretched his potential as he did in "Danger! Adventurer At Work!" Even so, the good points definitely outweigh the bad, and help to produce quite a fun game to play!

Available from: Wow Software, 78 Radipole Lane, Weymouth,
Dorset, DT4 9RS £2.00 on tape, £4.00 on disk
(cheques payable to J.G.Pancott)

* * * * *

CURSED BE THE CITY

Original game by Incantations
Commodore version by Pegasus Software
Reviewed by Ken Chambers, on a C64

This game came complete with background information on the story on a well laid out information sheet. Written by Ross Harris using GAC, this game promises so much but in the end left me looking at my monitor screen thinking "Is That It?!"

You play the part of Prince Asher and your quest is to find out what the deeper evil is that Tal-Bah-Sair saw in the fire.

Your first task is to escape the clutches of your torturer. With one command you are released by a stranger, which allows you, with no great difficulty, to get to the temple. With help from a friend, you find yourself in a net underneath the temple.

Once you have got out of the net you need to avoid a group of high priests. This successfully done, you can then proceed to explore further. If you follow the rule of taking and examining everything you find you cannot really do wrong.

The best part of the game was exploring the mausoleum, which, with use of good location descriptions is quite an eerie sort of place. I will give credit where credit is due in the fact that all locations are very well described and reading them does give you some feeling of being there. But this does not always make a good adventure and the disappointing thing was the lack of good quality puzzles. It was all too easy to find the objects required to finish the game, and in some cases just having the right object would allow you to continue the game without realizing the significance of the object.

Cursed Be The City can be described as a moderate game but personally I found it a little easy and the story a little weak. I am sure that most seasoned adventurers will feel the same.

Available from: The Guild, 760 Tyburn Road,
Erdington, Birmingham, B24 9NX
£2.00 on disk or tape (cheques/p.o. payable to Glenda Collins)

* * * * *

PENELESS

Written by Jim Whittle
Reviewed by Tony Collins (Spectrum & Sam Coupe)

I am sure many Probe readers have heard of this game by now, if not then read on.

Peneless is a graphic/text adventure written by Jim Whittle using his own system. Yes, at last a game not written using the PAW, GAC or QUILL, and an excellent system it is. I have been playing the game for quite a while now and have mapped out no less than 261 locations so far, AND I HAVEN'T FINISHED THE GAME YET!

What's it about then. Well, you have dragged your new bride off with you on an archaeological dig. As you work hard your wife, Penelope, is abducted by warriors and carried off. Oh no, you are Penelope-less. You start after them and follow them as far as a tunnel where, after a rock-fall, you end up trapped.

The sheer size of the game is just one of its many good points. Not only do you get oodles of locations, but every single one is accompanied by a graphic representation of the room you are currently in. Obviously there are several very similar graphics, but there are still enough to make you appreciate how good a system Jim has created to include so many locations AND graphics; and they appear instantly! Well done Jim.

Not only is the game big but the parser is every bit as good as the PAWS or GAC. You can input several words, although many puzzles can be solved with just a simple VERB/NOUN input. Many people will think that having squeezed so many locations, etc. in the game that the puzzles will be few and far between. They couldn't be further from the truth.

Puzzles abound all over the place, most are "object" orientated, i.e. giving objects to characters will get another object or allow passage opast to new locations but there are still some more original puzzles as well, and together they make Peneless one of the most playable games I have seen in many a year.

So far I haven't mentioned what must be one of the main reasons to buy Peneless. Jim has very bravely gone out and spent a wad of cash on a brand-new 14" Portable Colour TV and is offering it as first prize to the first person to send in a complete solution. Not only that but you get a free adventure on the back called "Toot 'N' Come In". All in all, an excellent adventure which will keep everyone glued to the keyboard for many a long night! Nice one Jim.

Available from: Ivysoft, 17 Parkside, Ivybridge, Devon, PL21 0HU
Spectrum: tape £4.99 +3 disk £6.99
Sam Coupe: tape £4.99 disk £5.99
(cheques/p.o. payable to J. Whittle)

* * * * *

CORYA, THE WARRIOR SAGE

Written by Tony Collins

Reviewed by Simon Avery on an Amstrad

Most of you may think that Tony Collins' best game was The Hermitage and indeed it is a very good game; but having played Corya for a while, I have to debate this for Corya is absolutely superb. In two parts, it is different to the Amstrad Hermitage in that it can be run under CPM 2.2 so is available to 464 owners.

The game starts with little instructions apart from the title screen and you may spend a little time wandering around the first few locations wondering what you must do. Once you've met the people of the nearby village, and stopped them killing you!, you are then told of your quest. It is, to put it simply, to find the Dragon and kill it. Not the most imaginative basic storyline, but this in no way detracts from the game. The journey is by no means easy, but the many well thought out puzzles can be solved with a little lateral thought. One point I should mention is that you must EXAMINE everything! There are lots of little messages which appear if you examine things that aren't needed, something that enhances the atmosphere.

Akin to Hermitage, there is a lot of reading to do,. The messages are detailed and seem to drag you into the magical world, it makes the whole game unquitable. The words hold you to the computer. Even if you get killed, you feel an almost compulsive urge to go back and get killed again just to read the description.

Corya is a strange mix of warrior and magic user, he has a powerful sword and a spell book containing four spells. Cherish (makes creatures unafraid of you) Fire (cast magical fire at something) Shield (protects an object or person) and Heal (guess what THAT does!). They are all used well and need to be cast at least once for each spell during part one.

There isn't a lot more I can really say about this, except it is brilliant, and if you have a Spectrum, or an Amstrad with a disc drive, then buy it straight away. Well done Tony.

Available from: The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, DL2 6SR Amstrad CPC £5.00 on disk only (cheques/p.o. payable to P.M. Reynolds)

Spectrum version available from The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX £2.50 on tape £4.50 on disk (cheques/p.o. payable to Glenda Collins)

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DELBERT'S HAMSTER-WHEEL OF FORTUNE!

(A compilation of 4 adventures, programmed by Scott Denyer)
Reviewed by Barbara Gibb on a Spectrum

Larry the Lemming's Urge for Extinction (written by Scott Denyer and Richard Ng)

This is my favourite. Visualize a lemming (maybe with green hair and wearing a long blue frock) trying to do what comes naturally. However, his mum has taken precautions and fitted him with a parachute (padlocked) and an inflated rubber ring (fitted tightly).

You start on the beach, and have to work your way up to the top of the nearby cliff and jump, without the safety devices. I think the puzzles are quite difficult, perhaps I should have thought more like a lemming!

Only 15 locations, but a little gem.

First Past the Post (written by Gareth Pitchford)

You are Ernie Spludge; the name says it all. You have an argument with your fiancée Rosie Cheeques, brake off the engagement and in a fit of anger you write a vile letter, even worse, you actually post it! Next morning, you regret everything you have said and when Rosie telephones to ask forgiveness, the engagement is back on. Now Ernie is a bit slow, and it takes him a while to remember the letter. You, as Ernie, must prevent it from being delivered.

You begin your quest in your untidy bedroom. To get a bus to the postal sorting office you need to impersonate your Nan - a wig (nice puzzle), hat, stockings, dress, etc. The Royal Mail don't like visitors so you must find an unauthorized entry, then infiltrate the sorters, only to discover the postman has already started his round. Can you intercept the letter before he reaches Rosie's house

It is a race against time, which is shown at the top of the screen. The text is a little wordy, particularly for the early locations, but could be an accurate description of the author's own home and garden. The puzzles range from standard ones at the beginning to a very ticky one at the finish - which has to be thought out and well-timed. Fun to play, and difficult to beat the clock the first time.

Snow Joke (written by Scott Denyer)

While driving your car along a country road in the snow, the engine stops and won't restart. You try to get out but the door is frozen shut you are in trouble!

A simple one-location adventure. All you have to do is prevent hypothermia and escape from the car.

Thorough examination and searching of the car and thoughtful use of anything you find should prove successful. A nice easy little adventure for when you don't feel like making a map or your spouse has rationed your computer time.

I thought this would have been ideal for the Megapoints competition, but maybe it was considered too short or too easy for the clever players attending the Adventurers Convention this month.

The Quest for the Holy Snail (written by Gareth Pitchford)

This is an expanded version of the mini-adventure in Microfair Madness.

Twenty nine locations have been added so now the player has a chance to enter and explore the castle. To actually get your hands on the Holy Snail, you need a weapon to defeat the monster guarding it. First, find a coupon, then something to write with, fill in the coupon, get it stamped and then post it; in due time a parcel will arrive containing a wonderful plastic sword.

I found this quite a difficult adventure to play, at least in parts. A few puzzles are only obvious once you know the answer. As usual Gareth's humour is present - like the door on the landing in the castle which you will never get through. It is the handle you need and you have to think of it as a handle - sound obvious, but to me it wasn't, and I have been playing adventures for a long time. I also had trouble getting passed a dog, until I looked under the royal bed and found something!

Locations descriptions aren't top quality, but must be read carefully for they and the messages contain important information, especially in the Princess's bedroom, and the small alley west the hall.

It helps if you have played Microfair Madness, because you will be more familiar with Gareth's quirky humour and should have some idea of how the author thinks.

Conclusion

A good collection of adventures, with interesting storylines. There should be something to suit everyone.

Available from: Delbert the Hamster Software,
9 Orchard Way, Flitwick, Beds., MK45 1LF
Spectrum: tape £2.99 +3 disk £3.99
(cheques/p.o. payable to S.F.Denyer)

* * * * *

THE LIFE OF GRIMWOLD

Part Three

The tunnel opened out into a large cavern, brilliantly lit by thousands of smoking torches bracketed onto the rocky walls. Grimwold screwed up his eyes and squinted into the glare. He noticed a long, low table in the middle of the cavern and he walked towards it. Now that he approached closer, he could see that it was not bare, as he had first thought, but laden with rich foods, crystal decanters of fine wines and elaborate cutlery sets. If Grimwold had been greater blessed in the mental areas, or less hungry, he would've thought it strange to find such a feast in a cavern that was completely empty save for what he was now tucking into. The food really was excellent, piquant and savoury and the wines's aroma rich and full of hidden subtleties. All of which was lost on the Dwarf, he just wanted to fill his capacious belly as fast as he could.

In between grabbing hunks of superbly roasted venison and cramming them down his neck, Grimwold looked around. The cave was, as he had first thought, completely empty. He looked for exits, but found none, not one tunnel leading away. The Dwarf's hand froze in it's repetative journey to his mouth and he stared slack-jawed at the walls, specks of food adorning his beard. The tunnel, the one he had come down, wasn't there any more! No sign of an entrance at all. Pausing only to stuff what food he had in his hand into his pocket, Grimwold rushed over to where the tunnel should be, and rubbed his hands over the rock. Nothing. Not even a crack.

"Welcome, Dwarf" echoed around the cavern. Grimwold spun around to face the owner of the voice, but found no one. His eyes squinted around the cavern and he scratched his head with a stubby finger. His heavy brow furrowed in concentration as he tried to reason this new problem. Steam started to curl from his ears. He noted, without much surprise, that the table had also disappeared. He patted his pockets to check that the food was still there; it was. Grimwold felt slightly better.

"Do not be afraid." the voice boomed. Grimwold was aghast! Afraid? Grimwold? He hurrumphed and started to look indignant. The very idea! The Dwarf was vaguely aware of the beginnings of fear, in fact, they could be considered as old friends, but he wasn't going to let on that fact to anybody.

"Where are you? Why can't I see you?" grunted the Dwarf, in the best non-afraid voice he could muster.

"I am called " the voice uttered something that was seemingly full of consonants and no vowels, "and I wish you well. Now, why are you here and is there anything else I can get you?"

Now this was more like it! Grimwold thought, voices without faces, tables filled with food! Of course! It could only be a Genii! His fear, that had been hiding deep within, was now vanquished and he shouted out:

"Umm, I wouldn't mind a new axe, maybe a nice little golden helm and perhaps a new suit of chainmail, this set is getting a little rusty. Maybe a nice pile of treasure, to save me having to go any further?" The cavern filled with rich laughter, Grimwold's beautiful smile faded from his face.

"I'm afraid," continued the voice, "that I cannot help you in that department. I can, however, point you in the right direction. I assume that the treasure you were referring is the fabled treasure of Norrluk?" Grimwold nodded. "Alright then, go through this tunnel and proceed carefully. I will, however, give you a small present. Goodbye, and good luck." The Dwarf was about to ask "What tunnel?" when a large grating noise echoed from behind him. He whirled around to face an opening in the rocky wall. It was through this he stepped, clutching a clove of garlic that had somehow materialized in his hand. The tunnel was dark, but as it has been said before, Dwarves were quite at home in the dark and he trundled along quite happily. His stomach, at least for the moment, was satisfied so he stuffed the garlic into a spare pocket.

The walls of the tunnel were hewn expertly from the limestone rock and Grimwold mentally congratulated the hewer for such craftsmanship. The Dwarf had only managed to gain a "Satisfactory" pass on his rock-hewing test at Dwarf college and he was full of admiration for anyone who could produce such a smooth and level finish as was to be found in this tunnel.

Something loomed from the darkness, a large, menacing shadow that seemed to flit stealthily, if such a thing were possible. Grimwold steadied his nerves, rounded them all up from the pit of his stomach where they were hiding and tied them down. He wished for his war-axe, wished to feel the comforting weight in his muscled arms. But, he was empty handed, as well as empty headed, and thought briefly of running for it, but decided that this would be foolish as whatever it was that was now breathing foul fumes into his face could surely run faster than he.

As usual when the Dwarf was frightened, his reactions went into overdrive. Not that this was of any use, as any Dwarf's reactions, whether in overdrive or in crawler gear, were still slower than those of the rheumatic three-wheeled chariots known as "Wrobyn Reylaince's".

The creature leaned over Grimwold, "Why", it uttered, "a Dwarf, how convenient. Just as I was getting peckish as well, pity you're not a beautiful wirgin though, still, Wampires can't be choosers ..." It lunged at Grimwold, who promptly stepped back. The 'Wampire' missed the Dwarf, and lost its balance. It fell full length onto the rocky floor.

Grimwold huddled on the floor, waiting for the spectre to finish him off. For the moment it seemed content to utter curses directed at the Dwarf which seemed strangely muffled, Grimwold raised his head to see the 'Wampire' still lying on the floor, trying desperately to pull his fangs from the stone floor where they had become embedded after his fall. The Dwarf chuckled to himself as he realized he was no longer in danger and, walking nonchalantly over the recumbent form, continued on his way.

(to be continued)

THE MIGHTY ATOM

Written by *Geoff Lynas*

I have been a subscriber to "Adventure Probe" for some time now. As a Spectrum user I found ample material in its pages to keep me interested. However, my second computer is an Archimedes and there is never anything in "Probe" concerning this machine (despite the existence of adventure games). This is a shame! In recent months there have been some rather radical changes in policy coming from Cambridge and the Acorn stable has been increased by a range of new machines designed for the high street with typically, high specification and un-typically, lower cost. I hope to let you know about these innovations in the next few issues of "Probe", but first FLASHBACK ...

In 1980 a friend of mine, Eric, invited me round to his house to admire his new computer. Thanks to the British Steel strike I had nothing better to do so I went. I don't recall any thrill at the prospect of being exposed to the latest home computer technology, in fact I was totally computer-illiterate and only went along to indulge Eric's obvious enthusiasm!

The computer sat on the old dining table that Eric uses as his hobby workbench. Normally, it was covered in bits of balsa and blueprints for model aircraft. That day, however, pride of place went to a box of electronic components which sat in front of, what looked like, a portable TV. In front of the box was a typewriter keyboard with the casing removed (or so it appeared), surrounded by blobs of solder, lengths of wire, tweezers, screwdrivers and an assortment of small items that looked as if they had fallen out of the back of a radio. MAGIC! I forgot what make of "home" computer it was, Sharp or Philips. It was the dawn of Sinclair when computer kits didn't have nice names like DRAGON, ORIC and SPECTRUM, they just had numbers.

Eric (who was obviously a secret electronics genius) had built this alien machine all by himself!! It had a green-screen monitor and 1K of RAM. The sum he had paid for this marvel didn't bear thinking about! There was one piece of software supplied with the machine - STAR TREK. I don't know when it happened; it could have been when the monitor fizzed into life, perhaps it was the first hyperspace jump and encounter with the Klingons, or it could have been later when one of us typed PRINT "HELLO" and RUN, but like some Amerindian fresh from the rain-forest I was mesmerized, enchanted and HOOKED!!!

Of course I had to have one. The problem was that as an electronics expert, capable of constructing a computer, I made a good bricklayer. Eric offered to do the honours so I went ahead and bought - a magazine!

In the quiet seclusion of my "study" I made my non-technical head spin scouring the adverts for the object of my new found obsession. It was like a foreign language, but eventually I came across the big stuff; InterRossiters (I'd heard of that one), ZX80's (looked more like a calculator), and there among the MZ115's and the TL20's was the ACORN ATOM. It had a name!

My choice was made, I must have an ATOM; but the cost, ouch! The next, and probably most vital, stage of the process of acquiring this computer was to persuade my wife that spending that much money was not an indulgence but an investment! This was easy. After all, I could write programs for it ("there aren't many available you know"), I could use it to catalogue my stamp collection, if I got the hang of it I could try for a career in computing (and we know how much programmers get paid - well actually we didn't, but guessed it must be a lot!), in on the ground floor etc. etc. etc.

Well it was plain sailing after that. The strike ended and we still had a little left in the savings, my daughter was born (so I had more spare time than my wife! - yes these were the days before we men knew better!!) and all seemed well with the world. With trembling hand I signed the cheque and posted the letter off to the chosen mail-order company (Tandy shops were even then the last resort of the wealthy). And then the wait began!

(more next issue)

* * * * *

GRAND BIRTHDAY COMPETITION!

As promised, here are the answers to the competition.

- | | |
|--|------------------------------|
| 1. London Adventure | 21. Fish |
| 2. Red Moon | 22. Rings of Merlin |
| 3. Apache Gold | 23. Four Minutes to Midnight |
| 4. Robin of Sherwood | 24. Gunslinger |
| 5. Spiderman | 25. Treasure Island |
| 6. Behind Closed Doors | 26. Miser |
| 7. Shipwreck | 27. Crystal Frog |
| 8. Black Knight | 28. Game Without a Name |
| 9. Magnetic Moon | 29. Return to Eden |
| 10. Pilgrim | 30. Hulk |
| 11. Not a Penny More, Not a Penny Less | 31. Uninvited |
| 12. Deja Vu | 32. Castle of Riddles |
| 13. Beer Hunters | 33. Green Door |
| 14. Forgotten Past | 34. Essex |
| 15. Bored of the Rings | 35. Twice Shy |
| 16. Double Agent | 36. Ninja |
| 17. Labours of Hercules | 37. Puppet Man |
| 18. Never Ending Story | 38. Wonderland |
| 19. Time Machine | 39. Bermuda Triangle |
| 20. Desert Island | 40. Code-Name Iceman |

The winner, with the most correct answers is DOREEN BARDON (37), and the runners-up are MARGARET ABBIE (35) IAN OSBORNE (34) NANCY FINNIGHAN (29) KEITH GREEN (24) PETER BERGMANN (22) Well Done!

Not many readers bothered to send in their answers.

- Is this because: a) you don't like competitions?
 b) you do, but lost interest because there wasn't any prize?
 c) you didn't know all the answers so didn't bother to post them?
 d) just forgot to post it? e) any other reason?

Doreen Bardon has sent in some wonderful WORDSEARCHES but I think I will keep them for a special supplement which you will get sometime in the future. If you have anything that isn't directly adventure/computer related, but think the readers will find interesting, please send it to me!

ADVENTURE STANDARDS (THE REMIX)

Written by Steve Clay

This article appeared in its original form in Adventure Coder/Workshop. I had been playing several games at the time and I had found the numerous words needed to convey the same point annoying. My conclusion was that authors could use a standard vocabulary for the most used words; i.e. GET/TAKE, EXAMINE, etc. Surely authors must know that having to type EXAMINE, EXAM or even worse EXAMI (??) to discover more about an item is tedious. What's wrong with X or EX? It may be poor use of the language but it makes a game that much easier to play. Other helpful abbreviations are G and T for GET and TAKE (I used the GIN and TONIC joke in 'Coder'!) DR for DROP, H..HELP even O and C .. OPEN and CLOSE. The acknowledged king of the curious has to be the RAMSAVE/RAMLOAD verb. There seems to be numerous varieties currently on show; RAM LOAD/RAM SAVE (with spaces), MEMORY SAVE/LOAD, QSAVE/QLOAD. I just wonder what's wrong with RS and RL!

The use of verbs which toggle functions is also under-used. With the use of a single flag or marker a verb can be used to switch features on or off. Example; FX - if flag zero set flag and sound effects are switched off and vice versa. Other useful toggles are PIX (graphics on/off) EXITS (print exits or not print exits? That is the question), etc.

In the original article I moaned about the OPEN DOOR syndrome. You know, where you type OPEN DOOR and asked with what, OPEN DOOR WITH KEY, it doesn't fit! ARGGHHHH!!! Anyway I suggested that writers should allow OPEN DOOR to work as long as the correct key or unlocking device was present. However Chris Hester (Editor of Coder/Workshop) wrote back saying that Ian Eveleigh (hope I've got the right bloke!) used an even better format. If the player typed N and the door north was locked but the player held the correct key then the player travelled north. Brilliant!

We arrive now at character interaction. It is in this area that the documentation of a game often falls down,. The need for a player to know how to communicate with non-player characters is vital. There is the basic SAY TO THIEF "PICK NOSE". Using PAW this can be truncated to THIEF "PICK NOSE". Making life easier for the player can only give the author Brownie points! Once the player has got through to the NPC's it would be nice if they had an idea what to say. Every NPC should be able to respond to a greeting, even if it is only a two-fingered salute. The best system I have seen for communication is the token word system. The writer highlights certain words in the speech by any NPC. (Highlighting could be by printing the token words in upper case or inverting or a different colour!) Example;

PLAYER: INNKEEPER "HELLO"

INNKEEPER: Greetings sir. Are you new to this TOWN?

Do you require ALE? I can offer you LODGINGS!

PLAYER: INNKEEPER "LODGINGS"

INNKEEPER: I can give you a room for 4 shillings a night.
YES or NO?

If the gaining of information is vital to the quest, as in detection games, then a limit could be placed on the number of questions the player can ask before the NPC clears off.

The original article ended here but recently I have come across the use of adverbs. (Or should that be abuse?) What this means is that should the player not X VASE CAREFULLY then either the vase does not reveal its secret or even worse you are told that you weren't careful enough and have smashed the vase!! Not everybody is hamfisted, not everyone can turn a priceless vase into a thousand pieces just by looking at it! It follows that all objects must be X'd CAREFULLY just in case you miss something or at the risk of trashing it.

This brings to mind the under use of adjectives to differentiate between similar items. (I myself have been guilty of this in my first game!) If for example there are three buttons in the room - one red, one yellow and the other blue then allow the player to enter RED, BLUE or YELLOW and not force them to go through the rigmarole of PUSH RED BUTTON etc. I failed to do this in the study in LOFTY's dungeon but made up for it by allowing the player to type PUSH 1 or PULL 2 when they encountered two levers in ODSOKS tower!

Anyway, I'll put the soap-box away now, see ya!

* * * * *

Jenny Perry wrote to me with the suggestion that an article on computer terms would be beneficial to beginners like herself, saying that terms like RAMSAVE can be very mysterious to novices.

I think this is an excellent idea, and I was planning on writing the article myself, bearing in mind the trouble I had myself when I started adventuring. To be honest, I couldn't think of too many words, so I am appealing for single terms or lists of words (with or without explanations).

If you remember being puzzled about certain words, or maybe you are still wondering what the programmer/copywriter meant, please write in - one word, a list or even an article - all suggestions will be gratefully accepted.....Barbara

* * * * *

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SOAPBOX

Cockroach Corner

Welcome to the column that sets out to allow YOU ,the punter, to express YOUR opinion on the state of the software scene at present and to air any grievances that you wish to concerning the people and products that make up said scene.

The whole intention of the next couple of lines of text is simply to give YOU the opportunity to get those things "off your chest" that have been niggling away at you. For instance do we need all these "sequels", "sons of sequel" and "grandson of sequel" that the software houses keep churning out. Does anybody really care about the future of the likes of ARNOLD THE ADVENTURER and does anybody really want to fritter their hard-earned money on the likes of ARNOLD IV? Where are all these "conversions" we keep reading about? Despite all the talk of "so-and-so" converting "so-and-so" to such a format, the software houses never seem to have any of those titles in stock when a "would-be customer" contacts them, so is it all a big con-trick or are there really loads of eager little beavers pounding away at computer keyboards and if so, when will their efforts bear fruit? Talking of "conversions", why does that fat old sod over at ZENOBI never give the likes of THE GUILD or GAMES WORKSHOP the chance to convert some of the titles he has signed up to him, or is he just too scared of some other software house rising to greater heights than his? Why have THE GUILD stopped their publication of AMSTRAD titles? After all, it was not long ago that they were proudly boasting just how "big" they were going to be in that field and yet here they are now pulling out! Why is it that NORTHERN UNDERGROUND take the best part of TWO whole months to process your order and yet they can cash your cheque within 24 hours of them receiving it? Do we really need any more "in depth" interviews of the type recently published in FROM BEYOND? I for one can swear better than that foul-mouthed old Balrog and far more entertainingly as well. But then what do you expect from some Editor better known to his "chums" as "Tame Wimp". Makes you wonder what these guys get up to in their leisure-time does it not?

All these questions, and a whole lot more, need answering. So don't just sit there, do something! Write to me and tell me what YOU think and what YOU would like to see happen and between us both we can exert enough pressure to force someone to do something. After all it is OUR money that keeps those software moguls in the luxury to which that are accustomed and without our business their products would just gather dust in the cardboard boxes they store them in.

Before the so-called Rochdale Balrog takes umbrage at my pseudonym, let me just say that I can call myself what the hell I like and nobody can stop me. So before the usual threat of legal action comes dropping through my letter-box, let me point out that idle threats have never scared me and I will continue to be known as the "COCKROACH" for as long as I think it is necessary - so there!

Before I close let me just say that the "management" in no way endorse the views of this column, so if you have any complaints concerning its content just write to ME and leave them out of it. I will be more than happy to answer any criticism and even happier to know that I have stirred you into some kind of action, even if it is only to have a go at ME. See you all next month?

*

So why not put your anguishes down on paper and write to either June (address on the inside front cover of the magazine) or "Cockroach" at:

The Old Ing
72A Halifax Road
Triangle
Sowerby Bridge
HX6 3HW

For a kick-off, I think the "converters" do a good job. If they are using a different utility it must take nearly as long to do as the original program, also I'm reviewing Arnold III next issue, and remember saying in my playtesting report for Arnold II that I thought the use of some of the locations from Arnold I worked well. I shall look forward to hearing YOUR opinions.....Ed

* * * * *

KINGS AND QUEENS OF THE CASTLE

Grimwold, 71, Fore St., Chudleigh, S Devon, TQ13 0HT

ADULT TWO (PD), ADV. OF ZEBEDEE GONIG, AFTERSHOCK, AL-STRAD, ANTIDOTE (PD), ATALAN, BESTIARY, BEW-BEWS (PD), BEYOND THE DARK MIRROR, BLACK FOUNTAIN, BLACK KNIGHT, BOGGIT, BORED OF THE RINGS, BOREDOM (PD), BRAWN FREE, BURLOUGH CASTLE, CACODEMON (PD), CAN I CHEAT DEATH?, CAPTAIN KOOK, CASE OF THE MIXED-UP SHYMER, CASIOPIA, CASTLE ADVENTURE, CASTLE WARLOCK, CAVE CAPERS (PD), CITY FOR RANSOM, CONCH (PD), CRISPIN CRUNCHY, DDA 'N EVERYTHING, DANCES WITH BUNNY RABBITS, DANGER! ADVENTURER AT WORK!, DANGER! ADVENTURER AT WORK! TWO, DAVY JONES' LOCKER, DETECTIVE, DICK 'ED, DOOMLORDS (PD), DUNGEON (PD), ESCAPE FROM KHOSHIMA, ESCAPE FROM PLANET OF DOOM (PD), ESCAPE FROM PRISON PLANET, FIRESTONE (PS), FLOCK 1, FLOCK 2, FOREST AT WORLDS END, GERBIL RIOT OF '67, GHOST HOUSE (PD), GRUE-KNAPPED!, HADES (PD), HELVERA - MISTRES OF THE PARK, HERMITAGE (GAC & PAW), HEROES OF KARN, HOBBLE HUNTER, HOUSE OUT OF TOWN (PD), HOUNDS OF HELL, INNER LAKES, INTO THE MYSTIC, IMAGINATION, JASON OF THE ARGONAUTS (PD), JEWELS OF BABYLON, LABARINTH (PD), LIGHTHOUSE MYSTERY, LORDS OF MAGIC, LOST SCROLL, MAGICIANS APPRENTICE, MERLIN, MICROMAN (PROJECT X), MYSTERY OF INDUS VALLEY, NITE TIME (PD), NYTHYHEL, ORBQUEST (PT.1), ORIFACE FROM OUTER SPACE, PANIC BENEATH THE SEA, POWER CURSE (PT.1), PRE-HISTORY, PRISON BLUES, QUEST (PD), QUEST FOR THE GOLDEN EGGCUP, ROBOCID, ROOG (PD), ROUGE MIDGET (PD), SCARY TALES, SEABASE DELTA, SEARCH FOR LARGO GRANN, SEVEN LOST GNOMES, SOULS OF DARKON, SPACED OUT (PD), STAR WRECK, STORM MOUNTAIN, SUBSUNK, SYS (PD), TALISMAN OF POWER, TAXMAN COMETH, BIG TOP, THESEUS AND THE MINOTAUR, THIEVES TALE, TIZPAN (PD), TOTAL REALITY-DELUSION, TREASURE ISLAND, USE YOUR LOAF (PD), VIDEOWORLD, WELLADAY (PD), YARKON BLUES, YARKON BLUES TWO, YAWN (PD).

Please enclose a SSAE when writing for help

* * * * * SynTax * * * * *

SynTax is a bi-monthly colour disk magazine packed full of reviews, solutions, hints, features, information files and many other items of interest to 16-bit adventurers and RPGers. The first issue was in July 1989.

Versions are available for the ST (STE-compatible), Amiga (needs an external drive, not A500 plus or A600) and PC (both disk sizes). The Amiga version runs using an emulator which is provided free with your first issue.

SynTax cost £3.50 an issue or £20 for a year's subscription (£5.25/£30 outside the UK/Europe by airmail). Don't forget to say which version you require when ordering.

Cheques/POs should be made payable to

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For those who attended the brilliant first PROBE Convention in Birmingham, I can promise you that THIS adventure will not be the subject of a NON-STARTER AWARD as the author CAN finish this one! (Honest, TARTAN TAN told me!)

Enough of the waffle, the price (including p&p) is £4.95 and the address is:-

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But even after his death he could not rest; for men said that he had hidden the diamond and that not daring to reclaim it, had let the secret die with him and thus his ghost walked at night trying to find it again, for he had vowed, shortly before death had claimed him, to sell the diamond and spend the proceeds on the poor of the parish. After a long discussion with the parson it was decided that you would complete Blackbeard's task, thus releasing his ghost from eternal damnation.

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At the Majestic Hotel in the coastal resort of Knightford, a certain Mr Andrews has been found murdered in his room. Or was it suicide? A syringe containing strychnine lay beside his body, making the cause of death obvious, if not the circumstances. The deceased was a successful film producer, and only recently married to the enormously famous film star and model Miss Carmel Imeldra. Indeed it was his wife screams on discovering the body that alerted first Dr. Spencer, another guest, then the police. The body was found at 10.15pm, 9th June; death was later ascertained to have taken place sometime between 8pm and 9pm the same night. Fingerprints were taken but were inconclusive and there was no sign of a struggle. All guests, of course, were retained at the hotel, as were the owners; and Mrs Blake who was on the reception desk that night, was sure that no-one other than guests, entered or left. You as John Stafford, a private investigator, have been called in to help the police. You have free access to all the guests room as well as Knightford and its environs, can you solve the crime if indeed there was one before the police arrest their prime suspect at midnight.

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NEWS SECTION

A NEW GLOSSY MAGAZINE

It is called AMIGA FORCE and is indeed very glossy and colourful. Ian Osborne is on the A-Team as a staff writer, so he will ensure adventurers are well catered for. The aim is to only print reviews of games they consider worthy, (Fascination is reviewed, with colourful pictures), bad ones won't even get a mention. They are also committed to bringing you the very best in playing tips. The price is a lowly £1.95 because it hasn't any cover disk, it would be something like £2 extra if it did! The first issue is out now, dated Autumn/Winter, with issue 2 coming out on Boxing Day - just in time for all those lucky people who get Amigas for Christmas - and will be monthly from then on. I don't have an Amiga (are you listening Santas?) but still found it good reading as some (but not all) games are also available for the Atari ST.

* * * * *

OUT GOES ZZAP 64 - IN COMES COMMODORE FORCE

I have been told the November issue of ZZAP 64 will be the last. However, all is not doom and gloom, because it will rise again as COMMODORE FORCE (a relation, hopefully not *poor* relation, of Amiga Force). Once again Ian Osborne will be overseeing our adventuring interests, so the resurrection of the Commodore is still in full swing. A special version of Tony Collin's Theseus and the Minotaur will be the star attraction on one of the two cover tape, plus a free 100 page book of tips (for arcade games?)

* * * * *

TROUBLE WITH A MAIL ORDER SOFTWARE CO.?

If you have ordered software from a company who used to advertise in the national glossy magazines, and haven't received goods or a refund, it will be worth your while to contact Lol Oakes (see Help Wanted in the July issue). If it is the same company he is having trouble with, he can give you full details about the latest developments. Telephone Lol on 061 799 6696 - it may be to your advantage.

* * * * *

NEW ZENOBI RELEASES

Arnold the Adventurer III by Scott Denyer and Marooned by Laurence Creighton have just been released for the Spectrum. (£2.49 on tape, £3.49 on disk, from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX). Future releases will be Impact (Laurence Creighton, again), Kobyashi Naru, Venom and The Shard of Inovar by Clive Wilson and a revised version of the 2-parter PROJECT NOVA by Mark Cantrell.

* * * * *

IN-TOUCH

Simon says The Adventure-Finding-Helpline is now covering all makes of computers. If you want to sell your old adventures (Originals Only please) please send a list of titles together with price (including p&p), computer, format (tape or disk) and your address. If you're looking for a particular game or games, then send a list of adventures you're looking for and he will give you the address of anyone who is trying to sell that game. (please enclose a SSAE).

Write to: Simon Avery, 71 Fore St., Chudleigh, S.Devon, TQ13 OHT

* * * * *

Printer for Sale - Commodore MPS 1270 Ink Jet Printer for sale £80 ono excluding p&p. Would suit Amiga or PC formats. I would consider swapping plus cash for a MPS 803 printer or similar. For further details contact KEN CHAMBERS, 84 Dulverton Avenue, Coundon, Coventry, CV5 8HE or telephone 0203 715387.

* * * * *

Amstrad tapes for sale - Jewels of Darkness comp. Silicon Dreams comp. (both £3 each), Gargoyle Classics comp. Tolkien Trilogy comp. Time & Magic comp. (all £2.50 each), Black Fountain/Sharpes Deeds, Top Secret/Mountains of Ket. Runestone, Rebel Planet, Apache Gold, (all £1.50 each), Boggit, Colour of Magic, Souls of Darkon, Forest at Worlds End, Seas of Blood, Talisman of Power, Case of the Mixed-up Shymer, Simply Magic, Al-Strad, Bestiary, Magicians Apprentice, Cave Capers (all £1.00 each), Kobayashi Naru, Stormbringer, Knight Tyme, Spellbound, Scary Tales, (all 75p each) 3 tapes packed with P.D. adventures at £5 each, and Wolfman on disk at £1. Contact Dave Cox, 3 Gores Lane, Market Harborough, LE16 8AJ or Tel:0858 465734 (to check availability)

A-MAZE-ING ESCAPES

ECLIPSE

By *Martin Freemantle*, played on a Spectrum

From the garden, go N into the maze, S, GET BOOK, NE, GET BLUEPRINTS, SW, W, SE

LEGACY

By *Martin Freemantle* played on a Spectrum

From the servants' quarters go S into the garden, W, E, DIG (need spade), GET KNIFE, W, SW, FISH (need rod and magnet), N, W, NW (back in house)

* * * * *

HELP WANTED

I have recently bought a C64 version of Jinxter at a car boot sale and I think there may be some items missing from the box. Included was a beer mat and adventure playing guide, but on loading the game and succeeding in getting knocked over by a bus the game said I was handed a letter and I was to open the one included with the game. Can anyone please tell me what else is missing from the game? Ken Chambers

Actually Ken now has the necessary paperwork to continue the adventure, but I printed the above to remind readers that you take a chance when buying anything that is not sealed with the original cellophane - it is always the important bits that are missing....Ed.

* * * * *

Dorothy Millard would like help with the following adventures.

CAUSES OF CHAOS - Near the end I can't open the west door or find the crown. I have played this literally for years, so if anyone can help it would be most appreciated.

SINBAD AND THE THRONE OF FALCON - I don't seem to be able to get started in this one.

GOTHMOG'S LAIR - Any help at all would be appreciated.

Although Dorothy lives far away in Australia, she has, and still is, a regular contributor to Adventure Probe. If anyone can help please write to her at: 12 Venetian Court, Croydon, Vic. 3136, Australia, or if the postage is too much, you may forward details to me and I will be happy to enclose them with her copy of Adventure Probe.

BUGS AND AMUSING RESPONSES

ADVENTURE IN TIME AND SPACE PT.1
By "The Birdman" played on a C64

From the space station ENTERING the AIRLOCK without a helmet results in the termination on your life by suffocation. However, if you first WEAR the HELMET, then enter the airlock you will find that you can remove it and still breathe.

TEMPLE OF TERROR
By Barbara Bassingthwaigte played on a BBC

In the torture chamber don't free the captured man in this version (BBC) or the programme will crash. This game can't be completed. You are unable to break the dragons at the end of the game.

Does anyone have a finishable version on any format? There are lots of us waiting to hear from you!!!

ODDITIES

Sent in by *Daine Rice*

I claim the title of "World Champion Swordsperson" having defeated the evil Baron Coris in "The Spectre of Castle Coris" single-handed and armed only with a broadsword ... a key, a sack, a silver chalice, a small book, a lantern, a mallet, a chisel, a reliquary (a box measuring 2 feet by 1 foot) containing human bones and ... a stepladder.

*

In "Run, Bronwynn, Run" there is a "Tackle Room" instead of a "Tack Room". (We country people know these things!)

Obviously we townies don't - I certainly missed that oneEd

*

Surely it should be 'Twas a time of dread ?

*

In "Phoenix" there is a young child dying of terrible injuries. After getting rid of the Demon, who was feeding on his agony, I tried every combination along the lines of "Help him", "Aid him", "Save him" etc. The actual command turned out to be "Say hello" which struck me as a bit inappropriate.

You will find Steve Clay's article "Adventure Standards (The Re-mix)" interesting. I always have trouble communicating with characters.....Ed

RED HERRINGS

THE MAGIC ISLE

Played by *Barbara Gibb* on a Spectrum

The coat, coin and sword have no practical use, but you can try FIGHT when holding the sword and not wearing the gauntlet - now try it whilst wearing the gauntlet.

INTRUDER ALERT

Played by *Barbara Gibb* on a Spectrum

The diode, rope, tin foil, hair grip, security pass and knife - at least in the early version I played.

MASTERS OF THE UNIVERSE

Played by *Barbara Gibb* on a BBC
(but no doubt applies to other formats)

Cuboid with the low friction side, crack with light coming through, stirrup-shaped rock, if you examine the rubbish you find fish bones and a piece of paper, examine mounds to find clock cog.

OBJECTS AND THEIR USES

QUEST FOR THE GOLDEN EGGCUP

Written by *Hill Orton*

Turban	Wear and drop inside tree
Jeans	Wear and drop inside tree
Beans	Give to guard to get axe and bottle
Duck	Drop inside tree
Bathrobe	Wear to see in the dark
Slippers	Wear and drop inside tree
Bed	Look inside
Desk	Scenery
Photocopier	Scenery
Cabinet	Contains gold egg
Gold egg	Drop in treasure room
Bench	Look on bench
Clipboard	Drop inside tree
Fountain	Examine to find hole
Guard	Give him beans
Bottle	Give to Wongo to get wand
Map	Drop inside tree
Seat	Sit (transports)
Crack	Way in to dwarf's hole (retrieve stolen goods)
Bag	Contains key
Key	Open gate at temple
Credit card	To pay ferryman
Bird	Release to pass guardian
Sword	Drop inside tree
Bronze egg	Drop in treasure room
Silver egg	Drop in treasure room
Coffee machine ..	No use
Soup packet	Drop in treasure room
Wand	Wave to cross crevass
Cage	To catch bird
Coal	Drop inside tree
White stick	Drop inside tree
Computer	Sets of alarm if touched
Guardian	Guards treasure room
Poster	Drop inside tree
Egg cup	Give to god to end game

First half password - BANANA

JACK AND THE BEANSTALK
Written by *Jack Lockerby* on a C64

Golden egg	Give to your mother to complete the game
Sword	Needed when you fight to spider
Grappling hook ..	Throw hook, climb rope to gain access to giant's bed
Book	Read it to learn how to use the pogo stick
Teddy bear	Swap it for the pogo stick
Scale	Carry when you fight the spider
Golden chips	Needed to buy buy book, sleeping potion and finally used to feed the goose.
Lantern	Light it to see in the dark
Ring	Wear it in the presence of the Giant who has weak eyesight
Axe	Needed to chop down the beanstalk when the giant is chasing you in the end game
Potion	Put it in the teapot to drug the Giant
Pogo stick	Used for going up the stairs, but read the book first
Barn key	Obvious - give handkerchief to mother
Giant bug	Carry it when you meet the Dragon
Spider	Has to be killed - see sword and scale
Cow	GET COW and she will follow you to the market - swap for the beans
Corn	Drop it when the multi-coloured bird appears; random - somewhere between the top of the beanstalk and the Giant's house
Handkerchief	Found in mother's bed - see barn key
Cave wall	OPEN SESAME should get you through
Giant's door	Crawl under it
Beans	Thrown out of the window by irate mother - grows into the beanstalk
Beanstalk	Climb it

Note: There are 2 routes from the Giant's house to the top of the Beanstalk. The quickest one is via the chute and the rubbish tip. Choose this route when carrying the egg otherwise the Giant will catch up with you.

THE GOLDEN SWORD OF BHAKHOR - Pt.1
Written by *Alf Baldwin* on a Spectrum

Beggar's headband	Permit to beg
Coins	Used to buy spice and wineskin
Bag of coins	Enables you to enter house and, when recovered, buy the box
Wineskin	Give to thirsty sentry, wait until he is drunk, then enter the barrack room
Uniform	Wear to pass sentries guarding armoury and regimental barrack room
Sword	Keeps thugs at bay and enables you to recover stolen property
Pepper	Throw in Preceptor's face to get key
Key	Unlocks box
Box	By opening it you acquire knowledge of local language
Scroll	Information about precepts
Precepts	Read all FIVE to enter Hall of Knowledge

THE GREAT ESCAPE

As Channel 4 have started to rerun the cult series *THE PRISONER*, Barbara Bassingthwaite and I have been playing the Global Software adventure, No.6 - *In the Village* (Spectrum). The idea is to escape from the village to your flat in London, and you can wander around finding various objects which may help. There are five possible ways - only one of which is "successful".....Ed

1. Canoe

Get the axe and make a canoe out of the log. Get the oar from the stone boat, then go to the beach near the cave, launch the canoe and sail out to sea

2. Inflatable Raft

Inflate the raft, get the oar and go to the beach near the cave. Launch raft and sail away

3. Electrified Fence

Get the lantern (need boathook) from the lighthouse, then get the battery from the Psychiatric unit. Go to the cave on the beach, insert the battery in the lantern and go into the cave to find a dead frogman. Get his wet suit and wear it under your clothes. Get and wear a parachute from the helicopter. Go to the electrified fence (either location) and climb over it, then jump 2,000 ft.

4. Helicopter

Get the tubing from the Town Hall cellar and the bucket from the beach. Find a broken down taxi and with the tubing and bucket siphon petrol from its tank. Take it to the helicopter and fill the fuel tank. Go to the camera obscurer, examine it to see No.81 burying something in the wood, go to the spot and dig with the spade. Get the jammer and go to the helicopter, go up and pull the starter and fly away over the sea

5. Swimming

Get the battery from the Psychiatric unit, and the lantern from the lighthouse. Go to the beach by the cave, insert battery and go in the cave. Find the dead frogman and get his wet suit, wear it under your clothes and swim away

* * * * *

A typical example of Dwarvish humour
by *Grimbold*

Q. How many Grues does it take to paint a house?

A. Three. One to hold the brush while two move the house from side to side!

* * * * *

HINTS AND TIPS

DAZE ASTER

Played by *Barbara Gibb* on an Atari

Apparently you have crash landed, and surrounded by mist.

READ MAIL then type HELP which asks if you need a hint, so type HINT and then TIP (note the name of the horse) Now type INFO to be told your credit card number (which also varies each time). Now you can type DIAL plus your credit card number. You are given 4 options - press A to get through to Cook the Book Makers. Once again type your credit card number to get a choice of 4 horses. Press the letter corresponding to the tip you got earlier. You bet 10 Mif-Mufs and win at very long odds. Your credit limit is greatly improved, so you can now afford to call the repairman. DIAL (c/c number) and press B for the repairman. Told Well done!

Unfortunately, at this point the game crashes with the message "ERROR #048, press any key". I don't think I have done anything wrong up to this stage. Pressing C brings the police, and you are too far away to call home by pressing D. It could be an incompatibility problem, but it is most annoying, because I think this may be a good adventure, if only I could find it!

P.S. What a disappointment. I have just heard that I have actually COMPLETED the adventure, so the above information should really be in the Full Solution section rather than Hints and Tips. I hope this isn't typical of the sort of adventure in the Public Domain sector. I hardly hear anything about the many adventures I have collected but not had a chance to play! Are there any GOOD ones that readers can recommend, or even warn players about?.....Barbara

POLEARN

Played by *Sandranner* on a Spectrum

Throw the ball for the dog, don't dawdle.

Remember to close the gate.

For the grate under Famarish use the horse (slap it).

Escape from the tree D, S, JUMP S then SWIM W three times.

Lean ladder against the outbuilding.

Damp straw makes good smoke.

Village signs make good bridges

Watch the time

Pull cord over the window seat

Ask plenty of questions

Soon after I bought the Spectrum version of this adventure, I enquired about the Atari version, but never received a reply. Has anyone got, or even seen, the Atari version? Also, has anyone finished either version with more than 88% If so, I shall be pleased to hear from you.....Barbara

MALICE IN BLUNDERLAND

Played by *Jim Donaldson* on a Spectrum

Get the Spiders web
Take photo of the cat
Put the hickup in the pot
Put the teardrop in the hot water bottle
Catch a moonbeam in the casket
Throw the seeds to cross quicksand

ISLAND OF CHAOS

Played by *Jim Donaldson* on a Spectrum

Give meat to the beggar for the grey stone
Talk to the priest to get the black stone
Pull the rope at the well to get the coins

ARROW OF DEATH 2

Played by *Barbara Bassingthwaite* on a Spectrum/BBC

To find the key - From the Huge Hall, go E and N to where you find a grotesque guard. If you try to KILL ANIMAL, it is in fact stunned, and drops the key for you to take.

MADDOG WILLIAMS

Played by *Janice Charnley* on an Amiga

Don't leave home without your sword, mug, bread, gold pieces and beer serving device.

After releasing the girl in the cave, take the amulet and rope.

Give the bread to the elf and take the bottle.

When you have enough gold, buy an axe and take the rope from the wagon.

Pick the mushrooms in the forest.

Show the amulet to the gnome and take the flask.

Get the bucket from the well and climb down, using the amulet to open the door.

The mushrooms will put the serpent to sleep while you get the staff.

To cross the bridge you will need to look under it to find the rungs.

At the wooden door, break and get the lock to find the diary.

L.A. ADVENTURE Pt.1

Played by *Barbara Gibb* on a C64

To avoid being shot or jailed, change your appearance. It is free, but you have to book an appointment first.

To get some money, save the woman from under the hairdryer.

To get near the centre of attraction in the amusement arcade, SPRAY the air and the crowd will disperse.

Two roads to cross - you need the whistle to cross to the music shop, and the highway code to cross the other road.

You need the plectrum and guitar so that you can jam with the band on the platform in the mall. Can't afford to buy the guitar - become a film extra - but you need the walkman and headphones.

Wear the right footwear to climb onto the carnival float.

No money for the casino - see what you can find in the sand.

Can't cross to the island - you need to hire water skis in exchange for a drink.

FEASIBILITY EXPERIMENT

Played by *Ron Rainbird* on an Atari 800XL
(this adventure is available for most computers)

Rocks and crevices may yield useful objects
Examine the tree

DOWN for a sword, then NORTH for a treasure
The lamp needs a strip for a wick, a flint and some oil

Dr. JEKYLL & Mr HYDE

Played by *Barbara Gibb* on an Atari & Spectrum

Take a cab to Soho and visit the gambling club - you need to be wearing a hat and have a membership card.

Make sure you win at least 5 crowns (50 shillings in Spectrum version) before leaving the club because you will need something with which to bribe the irate father.

When you are confronted at the back door by Mr Utterson you should state that you are related to Dr. Jekyll.

You can't SAVE or RAMSAVE during the nightmare.

DROP BALL to be transported to a wind-swept moor.

DROP SPECTACLES before you OPEN BOX otherwise they break and you won't be able to proceed. When you can't see, FEEL AROUND and wear the specs so that you can LOOK IN BOX.

Note the words found during the nightmare (at the Empty Street, the box and heard when you pick the poppy).

THE MAGIC ISLE (A Legacy for Alaric Pt.2)

Played by *Barbara Gibb* on a Spectrum

Read the words written inside the boat to find a riddle - the answer is needed when you have to cast a spell to reveal a hidden door.

The stilt, when lit, is truly magical as it stays lit even under water, and can reverse the effects of fire.

Mix sand and water to gain access to the sandcastle.

You can EAT (sand)WITCH but she has something much more interesting.

You should really play A Legacy for Alaric first, so that you know about the wax. If you haven't, it is a mould of the key to unlock the cell where Alaric is held prisoner.

Everything to make the key is found either in the boat or in the forge.

THE BASE

Played by *Simon Avery* on an Amstrad

On the catwalk, wait a turn before going South.

Play the cassette in the car.

Read the book and collect the card.

Put the card in the slot to open the steel doors.

SEARCH the rubbish in the attic to find the broom handle.

THE ISLAND

Played by *Simon Avery* on an Amstrad

Turn the picture frame around to find the brass key.

Unlock the cabin door with the brass key.

PUT CARD IN GAP to gain entry to the captain's office.

Cut the hawser holding up the gangway with the axe.

THE FAMOUS FIVE

Played by *Barbara Gibb* on a C64

(this adventure is available for most computers)

You have to change character sometimes, but you can tell/ask other characters to do something.

Each character (Julian, Dick, Anne and George) can only carry up to four items, and sometimes only certain characters can perform certain actions, so occasionally you may have to swap objects between them.

Type LOOK for information on who you are playing, who is present, and what they are carrying.

WAIT until the train stops, leave and follow Aunt Fanny by going in the same direction.

Thoroughly explore the cottage, not forgetting the attic. Use the wireless to entice the cook out of the kitchen.

Manipulate the characters so that someone can slip into the kitchen, larder and garden.

Look for George in the village, or if you take too long, somewhere around the cottage, but she needs something to seal her friendship.

George will row you across to her island, and Timmy the dog should be with you. Ensure your boat is safe during the storm. Make a fire to keep warm - you need sticks and paper.

Thoroughly explore the island to find a cave.

Board the wreck and visit the Captain's cabin. The seaweed is hiding something.

Visit Uncle Quentin's study and read his books for a clue on how to open the box.

Sneak back into the study to reclaim the box which contains a vital object. If you hang around, you will see a stranger enter the cottage.

Return to the island when you know where to find the entrance to the dungeon.

APRIL 7TH

Played by *Barbara Gibb* on a Spectrum

To get through doors - show correct colour-coded pass
then GO THROUGH DOOR.

You have to insert the power cell before using the laser.

To see in the dark - wear the helmet with visor attached.

The maze of ducting isn't a maze if St. Christopher helps you.

To operate the robot, read the manual and insert the tube.

Read the logbook to know which vehicle you may operate.

Examine the notice-board to find the map reference for rendezvous.

ZORK III

Played by *Ron Rainbird* on an Atari 800XL

Ignore the sword in the stone.

Trust the man on the cliff top.

Wait by the sea for a ship, then call out "HELLO, SAILOR".

Pick up the bread.

Jump in the lake and go down.

Use the Scenic Vista Table to go places.

Go to II for Grue Repellent.

Cross aqueduct before the earthquake occurs.

You must fight the Hooded Figure in the Land of Shadows -
but not too early in the game.

BORDER WARFARE

Played by *Barbara Gibb* on an Atari

In the Resistance Hut - forget about the candle but strike the match on the table.

When you talk to the Wizard in the cave, you must have the bag with you and SAY UNDER THE CARPET.

At the checkpoint, bribe the soldier. He will try to kill you, but you kill him provided you have the sword.

To prevent being killed by the soldiers in the town, drop the sword before going east or west. You can retrieve it after you have been searched and the soldiers moved away.

In Ravi Snackbar's Food Emporium, steal the fish before you buy the food.

The man outside the Town Hall will follow you, but talk to him before killing him. The guard is hungry, friendly and talkative. He will give you a genuine pass slip if you can give him everything he wants.

SHOUT to arouse the sleeping woman. Be gentle with the mouse.

Need a light source for the attic? Sprinkle the powder from the tin onto the torch.

Can't leave the "carefully looked after house" - you need the book entitled "The Yek to the Universe" - it is a magical key.

Don't go too far south along the muddy path, otherwise the electronic barrier will prevent you from returning towards the town.

To enter the spaceship you need the floppy disc and a password.

The blast door is "RGB" controlled.

You need to use the spike to get up the steep mountain on Sunhallow.

The woman, like the guard, is hungry, so give her the parcel of food from the shop.

To cross the desert, you have to ride the hover bike - don't forget to climb on first, then insert the card.

You will have to kill the villagers by the cage. Although you are outnumbered, the mask and sword should help.

Talk to the elders, who tell you about the potion(s) in the fort.

In the arena, talk to the warrior. If you are wearing the mask he accepts you as a friend. If you ask him about the potion (singular not plural) he will give you a piece of wire.

CRICKET CRAZY PT.1

Played by *Barbara Bassingthwaighte* on a Spectrum

In the jungle, wait around for the apeman then give him a cigarette. Ask him to show you the way out.

Give the snake-charmer an autographed bat, he will then get rid of the snake out of your bag.

Give the mountain goat the newspaper to eat, he will then leave you something you need.

Kwango cannibals have a player in the stewpot. Speak to Chief, then give him the teabags. He is pleased and lets your player go.

HEX

Played by *Barbara Bassingthwaighte* on a BBC

Wash the clod of earth to find the ring. Empty sack of flour in the study. Move the tile in the study and pull the rope. Light the flares found in the chest on the shore, where a customs vessel is patrolling off shore.

ASK A SIMPLE QUESTION

This month this section is written by Barbara Bassingthwaite who has sent me a list of her most frequently asked questions. If you have a similar list, please send it to me - I will be happy to print it in a future issue. (It would be nice to see one for the 16-bit machines..... Ed.)

Next month it is the turn of June Rowe.

- Q. In Philosophers Quest, what do I do when I cease to exist?
A. Think.
- Q. In Philosophers Quest, how do I get through the dangerous passage?
A. Jump North (to avoid pit)
Crawl North (to avoid arrows)
Hop South (to avoid sharp rocks)
Run South (to avoid spears)
- Q. In Rebel Planet, how do I open the University door?
A. Tap crystal with (phonic) fork.
- Q. In Waxworks, when did Tensing and Hillary conquer Everest?
A. Say 1953.
- Q. In Waxworks, how do I get through the crack?
A. Drop everything, now try!
- Q. In What's Eeyores, what do I give the soldier for his musket, fife and drum?
A. Musket = rat from kitchen
Fife = Bananas
Drum = Kettle
- Q. In What's Eeyores, where do I find a lamp or torch?
A. You don't need one. Plant the bulb in the palace garden.
It grows into a glowing sunflower. This is your light.
- Q. In Winter Wonderland, how do I get the ski pass stuck in the ice?
A. Find the cleansing fluid in the hotel cupboard and pour it on the ice.
- Q. In Island of Xaan, how do I escape at the end of the game?
A. You have to be completely covered. You have to be wearing: hat, dark glasses, cloak, mittens, leggings, socks, and platform shoes. You also have to have the 10 treasures.
- Q. In Mountains of Ket, how do I get through the skull?
You must only have magic things in your possession.
Most players tend to think the hat and cloak are magic - they are not!
- Q. In Valkrie 17, how do I get the telescope on the promenade to work?
A. Insert the ring you get off the lemonade can.

GETTING YOU STARTED

THE KHANGRIN PLANS

Played by *Barbara Gibb* on a Spectrum

I (5 credits and a wrist pouch), E, TAKE ALL (communicator and uniform), X UNIFORM (has insignia of your home planet, Sorgon) SEARCH UNIFORM (find stylus), X STYLUS, X COMMUNICATOR, W, N, X CONSOLE, PRESS BUTTON, PRESS COMMUNICATOR ON, X SCREEN, WAIT (until your computer, via the communicator, says that an unknown ship is approaching). S, U, SIT, X SCREEN (see large dot - enemy ship), PRESS BLUE BUTTON, PRESS RED BUTTON, X SCREEN, WAIT (until told you have landed)

THE WIZARD'S SKULL

Played by *Dennis Francombe* on a Spectrum

Examine everything and then follow the instructions in the letter. Sit in the chair, You should now have the letter and a torch. Open the trapdoor that you have found and go down.

Examine the roots and get the root and the bread, go U and CLOSE THE TRAPDOOR BEHIND YOU, or a nasty end will be yours.

Examine Bernard, break the field and exit. Go east and examine the rock, take the hammer, and examine the liquid, just what you require for a dry torch, so get oil.

Outside you will meet a troll so retreat to your cottage, the troll will follow, wait until he is about to strike, then open that trapdoor. Ugh!

Go out and down to the signpost, then east to the tree, examine the nest and the bird, feed the bird. During this the assassin orc will arrive below the tree, jump down upon him and find his possessions - the rest is up to you

HEWSON'S QUEST

Played by *Walter Pooley* on a Spectrum

Take the Wizard option, then from the start, WEST into a hut, GET LAMP, LIGHT LAMP, LOOK (to see a sword, bread, gold piece), GET BREAD, EAT BREAD (increases your strength). You need more gold, so go EAST, EAST, SOUTH, SOUTH, EAST, SAVE game, SOUTH, GET PIECE of gold (don't hang about here as there is a spider in the grass that can kill you), NORTH, WEST, WEST, WEST, SAVE game, WEST, GET PIECE of gold (again don't hang around here or the black hobbit will kill you). Now return to the hut

PAWNS OF WAR

Played by *Jim Donaldson* on a Spectrum

ENTER JEEP. GET ROPE, LEAVE, (before it blows up), W, CLIMB FENCE, GET HUBCAP, EXAM HUBCAP, U, E, E, TIE ROPE, LOWER ROPE (over bridge), D, (into river), S, JUMP to BANK, GET FISH, U, S, EXAM RAILING, SEARCH RAILING, BEND WIRE, N, E, KILL SOLDIER, EXAM SOLDIER, REMOVE UNIFORM, WEAR UNIFORM,

THIEVES TALE PT. 1

Played by *Philip Reynolds* on an Amstrad

TALK TO SERENA, SAY BEER, E, N, STEAL KNIFE, S, E, E, TALK TO SQUIRREL, N, EXAMINE BUSH (you pick a nut), S, GIVE NUT, (you get a stone), N, E, EXAMINE RUINS, MOVE RUBBLE, GET BOX, EXAMINE BOX, UNSCREW HINGES, LOOK, GET BOTTLE, S, EXAMINE STREAM, CATCH TROUT, E, N, N, N, W, EXAMINE WELL

SPECTRE OF CASTLE CORIS - 48K VERSION

Played by *Alf Baldwin* on a Spectrum

W, W, N, N, SEARCH PULPIT (you find a prayer book), READ BOOK (contains prayer to repel evil spirits), S, S, E, E, N, X BAKERY, X BOARDS, MOVE BOARDS, CLIMB IN, SEARCH COUNTER (you find a sack) X SACK (full of flour), CLIMB OUT, N, W, TALK TO LANDLORD, BUY ALE, SAY DUKE ALARIC, SAY YES, E, S, S, S, S, E, X WILL, X TOOLS, TALK TO WILL, ASK ABOUT SPECTRE, ASK ABOUT CASTLE, ASK ABOUT BRAN, ASK ABOUT MEGAN, SAY LEND ME TOOLS, W, N, N, W, W, NW, U, SW, X WALL CLOSELY (bricked up entrance), X BRICKS, CHIP MORTAR (uncover an entrance)

SPECTRE OF CASTLE CORIS - 128K VERSION

Played by *Alf Baldwin* on a Spectrum

X MILESTONE, W, W, W, N, N, U, GET BOOK, READ BOOK (contains prayer to repel evil spirits), D, SEARCH PEWS (you find a hassock), S, S, E, SW, S, GET BAR, S, READ MESSAGE, N, W, BUY ALE, ASK LANDLORD ABOUT "SPECTRE" (he asks who you are), SAY TO LANDLORD "DUKE ALARIC", SAY TO LANDLORD "YES" (he tells you about the spectre), E, N, NE, E, LIFT SACKS, FILL SACKS WITH FLOUR, W, U, LOOK UP (see rope), CUT ROPE (you take it and coil it up), U, SEARCH HOPPERS (you find a dead rat), X RAT (diseased), D, D, SW, S, S, S, W (you meet a pedlar), X TRAY, BUY LOZENGE, SUCK LOZENGE (gives you immunity from the disease carried by the rat)

PLANETFALL

Played by *Ron Rainbird* on an Atari 800XL

Keep waiting at the start until an explosion happens then go West into Pod, get into the webbing harness and wait again until the Pod settles on some rocks, then leave webbing, get the Survival Kit, Open the Pod and keep going upwards until you reach a Courtyard. Then go N, NE, E three times, S four times, then West. Get the laser and drop the used battery, brush and ID. Get the pliers, flask and metal bar. Go E, put the flask under the spout. Go N four times and E twice. Drop the laser and pliers. Go W and push blue and red. Go W and N and examine crevice. Hold the metal bar over the crevice to get a key.....

MINDSHADOW

Played by *Barbara Gibb* on a Spectrum

You start on a beach. Go. N and E, EXAM DORY, TAKE STEEL, E, TAKE VINE, W, W, GO HUT, TAKE STRAW, E, S, and E to top of cliff. EXAM CLIFF to see a cave below. TIE VINE TO ROCK, DROP ALL so not overloaded when return), D and W to inside cave. DIG rubble to find map. TAKE MAP and TAKE ROCK, E, U, TAKE ALL, W, N, N, to find sign warning of the quicksand. READ MAP (gives route) so go E, N. N. E, E, S, S, E to another beach

SERIALISED SOLUTIONS

THE PRINCE OF TYNDAL
Solution written by *Walter Pooley*

PART TWO OF FOUR

Go south to the kitchen where you find some seeds, return north to the hall. The suit of armour has a lance and shield attached. Examining the shield reveals it has a jewel in the centre; prise it out with the knife and take it. Now go north to an ante-room containing an open walk-in cupboard. Enter the cupboard to find a useful net. When you close the door from the inside a panel opens in the back, so enter panel to get out of the cottage into a lovely rose garden.

Go south, then west and west through an enchanted woodland to the village green, now go south to inside an alchemist's laboratory. Give him the book of strange symbols, which Arden gave you, in exchange for a magic potion; examining it only tells you it is a bottle of liquid. Go north and west to the crossroads and west again to another enchanted garden where a magpie is perched on a mushroom. Everyone knows they are partial to glittery objects, so give the jewel and it flies away.

As the magpie flew away it dropped a spell of Invisibility which you will certainly need later to save your own life, so make sure you get it. Remove the cork from the bottle of liquid and pour the potion onto the mushroom - it turns into a helmet. Take the helmet and wear it, and also ensure you have the cork as well as it is vital later in the adventure.

You now need the help of the villagers, so find your way to the village hall by going east, east and north. When you ask them, they will follow you south, west and south to a pass blocked by rocks. The villagers will move them for you. The way is clear for you and the villagers to go south and west to outside a log cabin. Enter it to find a comfortable place to leave the villagers while you continue your journey. Leave the cabin and go east to the flimsy bridge and cross it to the edge of the Forest of Glendene.

Eldin, your enemy can appear anytime now - when he does cast the Invisibility spell, otherwise he will strike you dead.

Very warily travel east and south into the dense forest where you will find a spade, always a useful object. Drop the knife so that you can take the spade before going west, south, south, east, south and south to the Plains of Cuspin (and the sound of wolves howling!). Drop the coat and pole here before going west to the sandbanks. Dig the sand with the spade to find a vase, which you should get and fill with sand for later.

Drop the spade for the time being, and go south to the bank of the River Timon where you can cast the net to catch a fish; drop the net here before taking the fish and going north and east back to the Plain of Cuspin. Now take the pole and venture east, south and west to outside a cave, which you can safely enter. Inside is a black cat, and a witch trying to get her crystal ball out of a crack in the floor. You need your hook and pole to get the ball for her and she is so pleased she gives you a parchment. Drop the pole and take the parchment which has some strange runes written on it.

(to be continued)

R.P.G & STRATEGY

LEGEND OF FAERGHAIL

Written by *Merc*

General Hints

Make up a party of six which include three spellcasters, one of whom should be a Blacksmith and Dismiss one of the "ordinary" members. This is necessary because:

1. You will meet useful characters who want to join your party, and room is needed for them (On the PC version do NOT take Siegard into the Dwarven Mines the first time you enter. He "helps" by taking you all the way through to the Wilderness of Cyldane, but having neither keys nor gunpowder, you're stuck there. A Rogue with the lockpicks may help, but I have not tried it).
2. Only spellcasters can use Healing Staffs, and although these are "multiple shot", they do run out.
3. The Smith can buy a high level spell called Titan's Fist, which I found essential to solving the game, so don't Dismiss him!

Your companions can be chosen from a wide variety of Races and Trades and can be (within limits) male or female. Choose wisely (see above).

Objects can be found or bought and sold at the Emporium. There is no limit to the number of items that can be carried, except that you can only carry a certain weight. Once dropped, objects disappear. Objects, rations and gold can be freely exchanged.

Your Character's Levels and Spells can be increased (at a cost) when Experience has been gained, when visiting the nearest town.

Languages can be bought, though I have not found this to be of any practical significance.

Weapons and objects are many and varied (mostly useless, except that they can be collected and sold). Some, however, are part of the solution. You WILL eventually need the Keystaff, the Emerald and the Corona, and someone to fashion them into a Key for the final dungeon.

Other objects may be required *en route* to getting these (don't drop the large soup server!). Certain weapons are unique and powerful and should always be kept in good repair. Hide can be used, and be careful with the Death Mask until you need to ensanguinate it. Scrolls may give hints as to your task, as will the occasional spy you meet.

In the last dungeon, second level down Fist your way through the wall immediately to the S of the entrance location. Use the same spell to avoid the Lava Seas and to access two rooms in the Mines from which you are cut off by a powerful force.

Topography

You begin in Thyn, in the valley of Faerghail. Outside the walled town you are in a forest, pleasant enough in the daytime, but much more sinister at night. As you travel, the time of day changes. Torches and light spells do not work outside, so you Rest when it is too dark to see where you're going.

You are trying to locate the Dungeons for exploration and the Taverns for refreshment. On this side are the Dragon Temple, Derelict Castle, Dwarven Mines N & S entrances are both in the mid-West and the Elven Pyramid. There is also a deserted graveyard, but it doesn't seem to serve any purpose.

To leave the area go into the N entrance of the Mines. Going upwards you will eventually come out in the Plain of Cyldane. Here, besides the Town itself are the Oracle and the Monastery of Saggicita complete with Catacombs. There is a small area in the SE corner which should be inaccessible and which contains the locked entrance of the last dungeon, the Inactive Volcano. To get to this enter the Mines and go downwards. You will have to negotiate a maze, where there is a safe route through numerous deathtraps. When out, hopefully on the Cyldane side, you will eventually see a stone Halfling. Provided you have the Keystaff and Emerald (or have had them fashioned into a key) and approach the entrance you get into the Volcano.

* * * * *

FLOOR 13

Published by Virgin (about £19.99, but shop around)

Reviewed by *David Charnley* on an Amiga

There's nothing like a good bit of evil. Who needs the prancing around in Rainbow Islands or the town-planning in Sim City, when you strap someone to a chair and work wonders with a scalpel until they talk! Or, maybe you'd like to ransack someone's house, even blow it up with T.N.T.? If that doesn't grab you, maybe you're the sort of person who likes to put a bullet through the spine, spread front-page scandalous lies about famous politicians or indulge in car chases. Whichever takes your fancy, they're all in Floor 13.

Now perhaps you might be severely disappointed when I say this is a strategy game and you can only get to oversee the aftermath, not actually do the dirty work. As the Director General of the Government's "officially non-existent" dirty-tricks corporation, it's your job to make sure the P.M. stays in power. With the above means at the D.G.'s disposal, you must "silence" protesters and avoid any scandals.

So, what's it like? That depends. As a strategist, the fun of employing vicious techniques to make cover-ups work appeals. There again, the lack of true action, spectacular graphics or ear-drum pleasing jingles might put most of you off. How long this game will last is doubtful. Although instantly addictive, I don't see much potential shelf life. However, if you see Floor 13 as being the game for you, I'd have no hesitation in recommending it.

* * * * *

GOBLIINS

Available for PC, Atari and Amiga, shop around for best price.
Reviewed by *Mandy Rodrigues* on an Amiga

Probably the best recommendation for a game is when someone is enthusiastically and very excitedly telling you all about it, and all the fun they are having playing it, over the telephone. This is what happened to me with Gobliins (the spelling is intentional!). Hearing someone describing a problem and asking for ideas - when I'd never even heard of the game intrigued me. I was determined to get this game for myself and, with a birthday coming up, began hinting to the family to get it for me. It was all and more than I had hoped for. Gobliins is, I suppose a strategy game but with all the puzzles involved in it I would think it would keep the most avid adventurer happy. The King has been bewitched and it is your task to guide three goblins around the kingdom in order to find the ingredients needed for a cure and, once this is done, to find the ultimate weapon. The sound is a bit mediocre having been ported over directly from the PC but the graphics are excellent.

You control the goblins with the mouse and this is quite straightforward. Click on the goblin that you wish to perform an action and click on the object you wish him to manipulate with either the left or right mouse button, depending on what type of action you wish him to perform. Each of the goblins has his own function. There is IGNATIUS, the wizard, who will cast spells for you (more often than not with hilarious results!), DUPS, the technician, who collects and manipulates the objects you find, and ASGARD, the warrior, who uses his fists and hits everything in sight. The goblins must work as a team, each using his own special talents to solve the problems that they come across in the strange world you find yourself in. Each scene is an original mystery punctuated with riddles which you have to solve whilst conserving as much of your energy as possible. I must point out here that, by a slight case of finger dyslexia I uncovered a simple way of upping your energy bar to the maximum at the start of each level by changing the second and last letter of each password.

There are around twenty levels in all and the problems they each present range from the fairly simple to the downright difficult. I found myself laughing out loud almost continually throughout the game, not only at the hilarious results when a wrong action is performed, but at the antics of the goblins when they get bored whilst waiting for you to tell them what to do. They occupy their "spare" time by playing yoyo, blowing bubblegum, performing tricks and plenty of foot tapping. If you make a stupid mistake they soon let you know about it by pulling faces at you, pointing at their heads as if you are mad and jumping up and down in a rage. When you do something right, however, they go almost wild with excitement! I enjoyed each level thoroughly but have to admit that the one I got the most fun out of is just before entering the castle near the end when an assortment of false noses, banana skins, soap (ever seen a goblin eat soap and blow bubbles?) and tricks have to be performed to amuse the gatekeeper so that he will give you the item you need to progress into the castle.

Gobliins is as cute as Lemmings, quite addictive, sometimes frustrating, but always funny. A bit overpriced at £25.99 (shop price) as for that I would have expected quite a few more levels of fun. However, I did enjoy it and I'm certain you will too.

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DAVE BARKER	071 7321513	Mon-Fri 7pm-10pm	Various
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