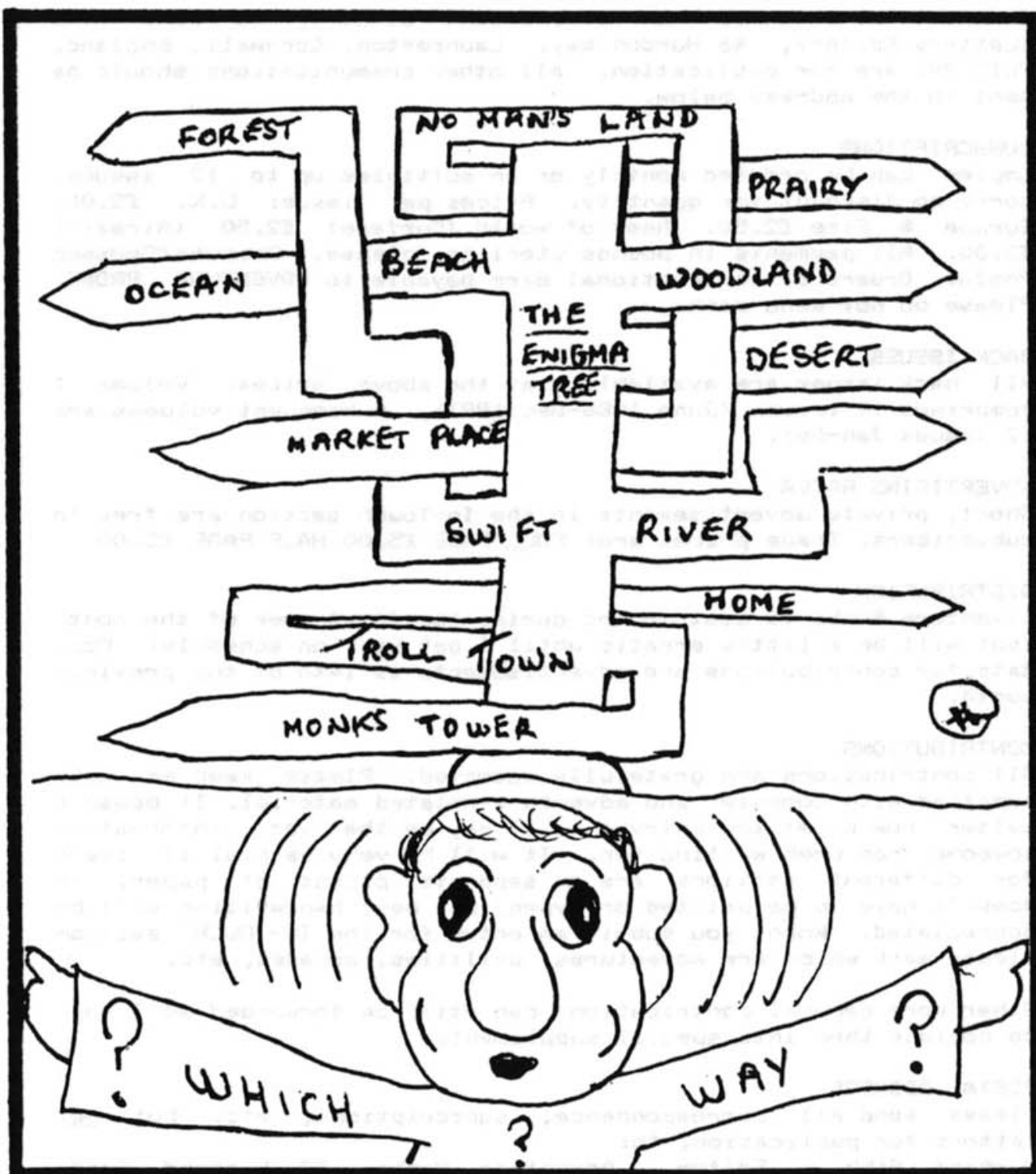


ADVENTURE PROBE

OCTOBER 1992 £2.00

VOLUME 6 ISSUE 10



77 AND STILL GOING STRONG

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

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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:

Walter Pooley, Sharon Harwood, Dave Barker, Alf Baldwin, Ron Rainbird, Paul A Hardy, The Grue, Richard Batey, Ken Chambers, Lon Houlston, Barbara Bassingthwaighte, Bernard Wood, Michael Foote, June Rowe, Geoff Lynas, Vicky Jackson, Tony Collins, Jack Lockerby, Peter Clark, Jonathan Scott.

Special thanks to Harold Dixon for the cover picture
and Geoff Lynas for printing the magazine.

* * * * *

EDITORIAL

Welcome to Volume 6 Issue 10, my 4th issue.

I hope you all enjoyed the previous issue. I know I am biased, but I think it looked good. Many thanks to Geoff Lynas for a great printing job. I'll only use my local printshop for single sheet printing after the poor quality of the August issue.

A couple of anxious readers have written to enquire about the financial position and distribution schedule for Probe. I am determined to keep expenses to a minimum and check the balance each month against outstanding subscriptions. I am happy to report that everything is rosy (not red!) at the moment. I'm settling into the swing of things and planned this issue to be hard on the staples of the September issue, with November's magazine soon after, (contributions permitting), leaving me time to concentrate on the Christmas issue. If anyone has anything Christmassy, please send it in NOW.

I know most of you read the letters section first, but not in this issue, I'm afraid. The reason - no letters to publish. You must have something to say, judging by the telephone calls I have received during the last few weeks, why not share your ideas and thoughts with other adventurers?

Ron Guest has suggested that readers could submit lists of their favourite adventures. I think this has been done before in Probe but not as a regular series, and June and I have had our own lists published in From Beyond. I will be delighted to reserve a full page to publish individual lists of, say, 10-15 titles with a brief reason for each choice. Can anyone suggest a suitable heading?

I would like to take the opportunity to thank Vicky Jackson and Larry Horsfield for organizing the Adventurers Convention. I know Probe wasn't involved this time, and unfortunately I could not go in person but my thoughts were with all who attended on the day. I've been told it was simple to organize - if so, it is probably due to their own talents for such things rather than there being nothing to it. No doubt some are experiencing "post convention blues", so it may not be too soon to start asking for ideas for the next Convention. All suggestions gratefully accepted and carefully mulled over.

In response to my question about prizes for competitions, a big parcel has just arrived from Jack Lockerby. It contained adventures for the Spectrum, Commodore and Atari all in their original packaging. This is a very generous donation, and I was wondering if anyone else would like to send software they have finished with so that I can keep a "stock" enabling prize winners to choose their own prize from the "shelf".

Happy adventuring,

Barbara

REVIEWS

ALTERED DESTINY

Published by Accolade

Reviewed by Neil Shipman on PC

(Also available for Amiga 1Mb)

RRP £29.99 (PC) and £24.99 (Amiga)

but shop around for best price

Altered Destiny is the creation of Michael Berlyn, a science fiction writer of some repute and author of a number of adventures including Infocom's Cutthroats, Infidel and Suspended. In it you play the part of unsuspecting inter-dimensional hero P. J. Barrett. Your girlfriend, Trudy, is coming over that evening to watch TV, so you pop down to the shop to pick up your set which has been in for repair. But there is a mix up over the ticket numbers - some great hulk has just taken yours and you get his hi-def one instead. Later that evening, as Trudy disappears off to the bedroom to slip into something suitable for a spot of canoodling in front of the box, you settle back on the sofa with your bowl of popcorn and turn on the new TV.

Suddenly you find yourself sucked through into another universe! As you float between here and there the voice of JonQuah tells you that his twin brother, Helmar, has had the Jewel of Light for too long. He is untrained in its power and its effect on him is causing a potentially fatal instability in their universe. It will take a stranger whose presence is unknown to find the Jewel and wrest it from Helmar before everyone perishes. You are not the great warrior JonQuah summoned but and it looks like you'll have to do!

Your adventure begins as you stand in a clearing on top of a floating island tethered to the surface of the planet Daltère by huge vines. Strange flowers bloom amongst the rocks and green seed pods drift past you from below. One nearby structure is the workplace of Alnar the metal-shaper where you can equip yourself with a battleaxe and other items. Another is covered in troughs into which brightly coloured globules are coalescing from the atmosphere. Tentro works here making "frags" of information with a bio-mechanical contraption. An equally strange creature, Vindah the diviner, inhabits an adjoining island and may impart some useful knowledge if provided with the things he requires.

These and many of the other denizens of Daltère are sketched in a Travel Diary which accompanies the adventure. This recounts the experiences of Ekim from Tanla-Borug while taking a holiday on the planet and gives you some idea of what might be going on. From it you can see that your ultimate goal must be the castle, once-beautiful but now corrupted and fallen into disrepair, where, perhaps, Helmar and the Jewel will be found. Before you get there, though, you will encounter many weird and wonderful examples of alien life and visit numerous locations, all graphically portrayed in glorious colour.

P.J.'s movement is controlled by pointing and clicking with the mouse or by using the cursor keys. Pressing ESC or clicking on the menu bar (which always shows the title, your score and your

current location) brings up sub-menus for loading/saving, help (non-existent!) and control of sound and speed. All other commands have to be typed in and, as soon as you start to type, a window opens near the bottom of the screen to show your input.

(A "Speak up, doc." prompt always appears which is completely unnecessary and rather irritating.) Text responses appear in dialogue or description boxes, usually in the centre of the screen.

Altered Destiny purports to recognise over 140 verbs, many of which can usefully be abbreviated such as AB for ASK ABOUT which is essential for eliciting information from friendly inhabitants. Your last four commands can be repeated and edited as required using the spacebar and cursor keys. Despite the reasonable size of the vocabulary and adequacy of the parser, however, I was still stumped for the right input on two or three occasions.

The graphics and animation are extremely well done with the adventure looking its best in the highest resolution version which has a glossy, golden sheen. The musical score is excellent - nearly every location has music or strange alien sounds associated with it - but you really do need a sound board to do it justice.

I must admit to having an innate dislike of most graphic adventures - with the notable exception of those from LucasArts! This stems partly from the feeling of remoteness I get when endeavouring to steer a character into just the right position on screen and partly from difficulty in interpreting what a certain blob of colour is supposed to be. In Altered Destiny I became stuck for a long time when I failed to appreciate that what I had thought was simply a mound of rocks was, in fact, an archway. Movement was made easier when I began using a better mouse with more precise control, but I still found it hard to suspend disbelief and become totally immersed in the adventure.

Apart from this I have a number of other criticisms, by far the major one being that there is a glaring hole in the logic of the story. This means that an entire section of the game does not have to be carried out for you to complete your task and get the Jewel from Helmar. This is doubly unfortunate as it is the piece involving the indella bird which I found to be one of the most amusing - graphically and musically - in the whole adventure.

Although the packaging mentions some 90 graphic screens there are actually less than 70 locations and, because of the faulty puzzle logic, you do not need to venture into 10% of these. The puzzles themselves are rather thin on the ground and, as long as you question thoroughly all the friendly characters, not particularly taxing.

I felt that the ending was rather weak, finding and dealing with Helmar only being made difficult by having to negotiate an infuriating crystal maze. I found a lovely bug here - about the third one I had come across in the adventure - whereby I was able to walk P.J. through a glass wall into a dimension behind the playing screen, underneath the menu bar and off somewhere into the depths of my monitor!

The artists' conception of an alien world with its strange flora and fauna is visually appealing and clever animation greatly enhances the overall effect. But much of this has no integral part to play in the adventure and is only present to provide atmosphere.

A great deal more could have been done with plant life like the writhing pomenta flowers and with creatures like the sleepy flubox, the inquisitive snert and the ever-changing squalna.

Altered Destiny is a treat to look at and listen to; the interface for text input is easy to use with an adequate parser though limited vocabulary; puzzles are sparse and one section need not be tackled at all. However, if you can get hold of a copy cheaply - it no longer appears in the publisher's current list - it's still worth taking a look at. But Michael Berlyn who wrote, designed and directed it, and the Accolade team who implemented it are capable of better things.

* * * * *

NIGHTMARE

Written by William Quinn

Reviewed by Barbara Gibb on a C64

Stumbling out of bed you discover something is wrong - your room is TIDY. You have to Type QUEST to be told "your quest is to find the lost gold of Antibania - no, your real quest, judging by the tidiness of your room, is to find that elusive bag of rubbish. Once found, return it to your room and hopefully it will be restored to its original state of Disaster Area Control ..."

The action begins when you leave your bedroom (still dreaming), skid on a skateboard, and tumble down the stairs. Exploring the few rooms on the ground floor you should find a way into the garden - opening the back door would be too easy! From here on things get a little more unusual (it is called Nightmare), with familiar locations with the slightly odd object. The method of crossing the desert is quite clever, and I like the truck which is bigger on the inside than the outside. Many objects are lying around close to where they are needed, making puzzles fairly simple to solve. Only towards the end do you have to do a bit of toing and froing, but a few quick routes back have been provided, and the map is not big.

Without looking for them, I spotted a few spelling mistakes - sattelite, oxyacetalyne, and infinite (should be infinity), and I think it would have benefitted from some objective playtesting. I have played L.A.Adventure by the same author, and realize he is following a basic rule - write about what you know - as the two games have a bus, ice-rink and island in common. There's no doubt the author has good ideas and will mature as he gains experience.

The GAC is notoriously slow, and I'm sure his adventures would look and feel better if written on the Quill. I understand Nightmare 2 is available, and as William shows promise, I hope to be playing it soon.

Available from: The Guild, 760 Tyburn Road,
Erdington, Birmingham, B24 9NX £2.50 on tape or disc.
Cheque/p.o. payable to Glenda Collins

ARNOLD THE ADVENTURER III

Written by Scott Denyer

Reviewed by Sharon Harwood on a Spectrum

The prat with the cape is back, yet again! Only "This time it's personal". Putting on my "teenage" hat, I settled down to a bit of a laugh ...

Poor Winthorpe, your trusty friend, has taken to his sickbed with a terrible case of Wizarditis. With the last of his energy he manages to tell you that his only hope of a cure is the Goblet of Goodness to be found in the land of the flower-people. Being the kind of pal that you are, you decide that you will do everything in your power to help, and after having a good look around, you set off on your journey.

The first character I came across was a frog who seemed paranoid about developing piles. Then there was the nasty wolfhound who blocked my path into an interesting looking clearing. I didn't even have time to sing "Fangs for the memory" (Groan!) before I was hastily devoured. After solving a fair sprinkling of problems, I managed to cross the river where, without reading the location description sufficiently, I walked straight into a band of robbers who took great delight in standing on my head, after first throwing me into the river. In the village I met a man swapping cabbages (What is it with Scott and Cabbages?), then there was the lady selling pots, the toll bridge with the troll standing guard and an hysterical woman who's boyfriend had fallen down the pit.

Scott provides amusing messages to most situations and I always enjoy getting killed, or doing something wrong, nearly as much as completing the adventure (a playtesters habit, also I fear!). However, on this point, I was a little disappointed by the events on the bowling green. Having done everything correctly first time I, as always, went back to do it all wrong ... I found that, apart from just not answering, there wasn't anyway that you could leave without doing what was expected of you ... I felt a little let down! I must say, though, that this was well made up for when I was killed after blindly volunteering to be the human cannonball and, of the whole game, this would have to have been my favourite part.

There isn't a great deal more I can say without giving away solutions to the various puzzles. However, I will issue one word of warning ... On several occasions I was duped into thinking I had solved something correctly, and consequently RAMSAVED, only to find that I shouldn't have been dealing with that particular problem until further on into the game. This did become a little aggravating as I neared the conclusion, when I was forced to restart the game from the very beginning ... perhaps I should have saved to tape!

All in all, a good little game that, even with the above mentioned problem, didn't take a great deal of time to complete. Definitely my favourite of the Arnold series.

Available from: Zenobi Software, 26 Spotland Tops,
Cutgate, Rochdale, Lancs. OL12 7NX
£2.49 on tape, £3.49 on +3 disk

THE CORNWALL ENIGMA
Written by Lee Morrall
Reviewed by Ken Chambers on a C64

The Cornwall Enigma is described as a mystery detective game, and the first mystery you need to solve is what you are supposed to be doing. Using information gathered from another source I was able to get started, but with some exploration it is possible to gather enough information to give you some idea.

The idea of the game is to solve the mystery of Alesbury and then to get back home. You can map almost the entire game without having to solve any puzzles. An engraving on a statue gives you the clues to solve the mystery, and getting home involves shopping some local villians. On solving the mystery it will make you wonder how it stayed a mystery for so long. Use your limited money supply wisely as you can be tempted into buying the wrong things. Also as far as I can make out you are under eighteen so be law abiding in the local pub.

Written using his own phraser, the game was quite enjoyable but with a little more attention to the phraser it would have been better. In one location you discover a spear head, but for the phraser to understand you need to type GET SPEARHEAD without the space between the two words. Only a little problem but little mistakes can be quite frustrating. On the plus side the location descriptions are very good which creates a feeling of being there.

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

* * * * *

ESCAPE TO FREEDOM
Written by Mario Moeller
Reviewed by Ken Chambers on a C64

In this game you are a bomber pilot and your plane has been hit. You crash-land in the middle of enemy territory and you have to get back to your base.

This adventure is one of the best I have played for a long time. Written using the Quill by Mario Moeller with a helping hand somewhere by Dorothy Millard, it really is quite challenging. You are limited to carrying 5 items and are allowed a maximum of 512 turns to complete the game. The latter element comes into play when you are in the POW camp.

Your first job is to locate items and gather information before being captured by the enemy. Take care in the opening stages as doing everything is vital to enable you to complete the game. The main part of the game starts when you are in the POW camp. It is important to explore first because if you stray into the wrong areas your turn counter will soon shoot up. Most important in the camp is to find two people who can give you useful information on how to escape. This is done by giving them the right object after which a conversation mode appears. Use this to gain information you definitely need to finish the game.

Escape to Freedom is not an easy game and you will need to save position frequently before trying anything risky, because even going in the wrong direction can be fatal (a ramsave/ramload facility would have been useful!). I found the game hard going but it wound away several hours and at £2.00 is a challenge worth taking up.

Available from: The Guild, 760 Tyburn Road, Erdington,
Birmingham, B24 9NX £2.00 (tape) £2.50 (disc)
(cheques/p.o. payable to Glenda Collins)

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THE AZTEC ASSAULT

Written by The Traveller in Black

Reviewed by Gareth Pitchford on a Spectrum

Although I was one of the few people who didn't "rave" over Pheonix, I really enjoyed the second outing (The Violator of Voodoo) as the character and I eagerly awaited the next in the series; and here it is, but is it as good as the last?

The answer is a resounding "yes". Once again the Traveller has successfully combined an era in time with the Pheonix format. This time it's 1519 A.D.

As Pheonix you find yourself in the very heart of the Aztec Empire ... at Tenochtitlan itself. The Primal Darknnesses' handiwork is in clear evidence as you wander around. An early meeting with an Aztec Priest brings you up to date. Demons roam the religious centres and the ashes of the past leaders have disappeared. To top it all, the Snake-Woman (a curious title as the being is actually a male!) Cuicoatl, appears transformed and possibly possessed. Not that Cuicoatl is a nice sight anyway, he has two serpents as heads, a necklace of human hearts around his neck and claws on his hands and his feet.

Because of the demon invasion human sacrifices can not be carried out! You may wander about the use of the exclamation mark ... I mean, the fact that people aren't getting "done-in", just to please the gods may seem like a good thing to you. But no, these sacrifices are an essential part of the Aztecs life, stopping them will apparently anger the gods and bring about the 5th Sun. This 5th Sun thing is particularly nasty, earthquakes will devastate the Earth and the Apocalypse will take place causing the monsters of the twilight, the Tzitzimime, to swarm out and hurl themselves on the survivors. It is clear that the Primal Darkness must be stopped or the whole planet may be in danger.

So you journey further into the city. An Aztec family stand on the edge of Lake Texcaco waiting for the body of their son to surface so that they may bury him. As in the previous two games good deeds always pay off and helping this family (albeit in a very simple way), and the man you encounter in the baths later on, will enable you to get that little bit further.

You also help with a pregnancy! The object required is a little strange, but it's all in keeping with the Aztec scenario. Like the previous game the adventure has been thoroughly researched and is 100% accurate in regard to the culture of the Aztecs.

Getting into the religious centre itself will give you some problems, and remember to examine everything or you'll get stuck very early on.

It shouldn't be too long, however, before you meet the Snake-Woman, surrounded by guards and a red demon. The Snake-Woman say, "So you are the Pheonix who defeated the Abomination. You won't defeat me, insect". Indeed it will take a lot to rid the city of the minions of the Primal Darkness ... an awful lot.

Summing up, a great third game in the series. With a new villian, more details about Pheonix's past and a glimpse at the temporal struggle going on behind the scenes, it all adds up to some good adventuring. Worth checking out.

Available from: Zenobi Software, 26 Spotland Tops,
Cutgate, Rochdale, Lancs. OL12 7NX
£2.49 on tape £3.49 on +3 disk

Sam Coupe version is available from: Sam Coupe Adventure Club,
43 Ferndale Road, Hall Green, Birmingham, B28 9AU
£6.00 (disk also includes "Pheonix" and "Violator of Voodoo")
(Cheques/p.o. payable to Phil Glover)

* * * * *

THE TEARS OF THE MOON

Written by Clive Wilson

Reviewed by Barbara Bibb on a Spectrum

Despite some aspirin tablets for a bad headache, a glass of hot milk and trusty bed socks, sleep was a long time coming. The throbbing grew stronger. You toss and turn for an hour or two. Eventually you drift into a fitful sleep ... or at least you think that is what happened ... something strange, something unbelievable ... you are tumbling through a warp in the fabric of time ... you now stand in the far distant future ...

So you begin your lone journey in search of the truth about the future of the Earth.

When you are about a third of the way through the adventure you come across a building containing a video screen. It is here that you learn more about your mission, and the ominous truth that you won't be able to return to your own time after entering another time warp (all printed in a difficult to read font - but the main adventure is in a neat character set, so don't worry!).

The puzzles are quite easy provided you attempt to solve them in the correct order, i.e. if you get stuck, try another location/puzzle first. There is one problem near the start which is an excellent example of the authors teasing sense of humour. You know you are supposed to go S beyond a wall, but unless you read the message in response to X WALL and *think*, it could hold you up for some time.

As in all Clive's PAWed adventures, the text is beautifully written, with great attention to describing the landscape. As you progress, you can almost touch the despair felt by the character you are playing.

I don't like the screen display with the garish purple and green bars across the top, but the main character set is very neat and legible. I like the practice of arrows pointing in the direction of possible exits, poetically stated as "paths meander", which means that the location text isn't monopolized by long detailed explanations of where you would be if you went in certain compass directions - I prefer the surprise, nasty or otherwise.

Although I have already said the puzzles are fairly easy, perhaps, on reflection, they are more difficult if you haven't played any of Clive's text adventures. He has a unique sense of humour, and teases the player unmercifully with cryptic messages. Clues are there in the messages, it is just a question of recognizing them. As in all good text adventures, the pleasure is in reading and understanding the words on the screen - some authors like puns, some like to distract the player, and some are just downright devious in their own idiosyncratic way.

Clive could come into the first but mainly the third category, although *The Tears of the Moon* isn't as oblique as *Little Wandering Guru*.

Amazingly this is Clive's 18th adventure, and I think he is feeling the ideas are deserting him. I'm sure it is only a temporary condition. Could it be time for a co-production? Maybe someone could write the storyline and puzzles and Clive could write the text and programming! Just an idea - I would hate the 8-bit scene to lose an author of his standard, especially as it seems to be in a slump at the moment. Don't believe what you read in some magazines - if you want text adventures to continue to be written and published it is your buying power that will ensure it survives.

I don't know if my comment about "ideas deserting him" applies to the ending of *Tears of the Moon*, but I do know a slight concession was made when I commented on it in my playtesting report. I'm still not sure about it. It is purely personal, as I prefer nice neat endings, with all the loose ends tied up and all questions answered. I don't think a sequel is planned, so it looks as if I will always be unsure about how to interpret the final message. It is possible to complete the adventure with less than 100% as the remaining points are for solving non-essential puzzles. These aren't put in as "filler" because they offer guidance for the more important puzzles, but I only realized this after I had finished the whole game.

An interesting, thought-provoking adventure. It is very playable once you have solved a few puzzles and got the feel of the adventure.

Tears of the Moon is such a charming title, I really wish it could be used again. A short break from writing may do the trick.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate,
Rochdale, Lancs. OL12 7NX
£2.49 on tape £3.49 on +3 disk

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THE MIGHTY ATOM Pt2 by GEOFF LYNAS

Acorn Computers have been regarded for many years as the Rolls Royce of computer manufacturers. They have always been known as a company in the vanguard of developing new computer technology. A strategy of chip AND computer design means that instead of sheepishly building smart boxes around the latest "state-of-the-art" chip they develop and produce the chip themselves and then the box.

In 1987 they produced the Archimedes A310, a RISC-based computer. It was the first commercially available machine equipped with this operating environment. It has taken 5 years for the rest of the computer community to recognize the importance of RISC technology.

What has let Acorn down and tended to side-line their products as merely "educational" is a lamentable marketing strategy - consistent for many years. Also, as with the Rolls Royce, "if you need to ask the price you can't afford it" has been an adage that has rung true for a long time. If you want the best you have to pay for it.

It seems though that someone at Acorn has had a rush of blood to the head in the last half year which has culminated in the launch of a number of new pieces of kit. The package of most interest to the readers of "Probe" is the new Acorn A3010 (three thousand and ten NOT thirty ten, apparently). It is marketed as the "A3010 Family Solution" and as such comprises a 32-bit RISC-based computer that will connect to either a TV or monitor, has two joystick interfaces, 1M of RAM (upgradable to 2M) and will take one internal podule which allows you to attach video cameras, scanners or MIDI instruments. You also get a mouse, the EASIWORD wordprocessor, "Quest for Gold" (Olympics game) and an audio instruction tape. All this for the sum of £499 (inc. VAT). Still a bit pricey (and made to look all the more so by a rapid mark-down of prices by some of its competitors soon after its launch!) but a definite attempt to squeeze into the home market.

Alison Bailey seems to have about the right amount of cash at her disposal to reap the benefits of this new machine so how about the adventures available? A bit bleak on the made-for-the-Archimedes front I'm afraid. A definitive list might be: "Wonderland", "The Magnetic Scrolls" collection, "Fish", "Corruption", "Cops", "Plague Planet" and most recently "The Survivor". One consolation is the quality of the games available, which is high; the size, all very big and the cost, ranging from below £10 to £30+. The Archimedes world has a large PD service and surprisingly sophisticated software is almost given away. Finally, I believe that (as with the Acorn A3000) a BBC emulator exists which means that the adventures written over the years for the BBC range of computers would also be available. Barbara will know more of what is available in this area than I do. Anyway that's my contribution to the "Alison Bailey and how to get rid of her money" competition. Seriously, it might be worth having a demo of this machine, after all you've nothing to lose! Now where was I? Oh yes waiting for my Acorn Atom to arrive!

(to be continued)

WHO SAID WE COULDN'T DO IT THREE TIMES?

An unofficial report of the Third Annual Adventurers' Convention
written by Peter Clark

The car pulled over to the left as we came off the flyover. "Here it is." I said to my wife. "This is where it's at!"

We had arrived at the Royal Angus Thistle Hotel in Birmingham for the Third Annual Adventurer's Convention. For the first time, my wife Maureen, who is not a dedicated adventurer, was accompanying me. I saw this trip as a chance to convince her that we adventurers are not all mad, but I had a sinking deep down that her ideas about us were about to be strengthened rather than altered.

We parked the car in the NCP car park at the rear of the hotel. I have the chicken and egg syndrome concerning this car park. Was it built to cater for the hotel or was the hotel built to accommodate those using the car park?

Crossing the merry grey concrete bridge into the hotel and pausing only to see if there were any trolls or dwarves beneath it we entered the hotel. Actually there was only one dwarf under the bridge. He was asleep and snoring loudly. The name "GRIMWOLD" was embroidered prettily across his tee-shirt together with a Dancing Bunny Rabbit! Upon entering the hotel proper I said to Maureen, "Listen out for Vivaldi!" thinking that this would greet us upon entry. "That's not Vivaldi." she replied. "That sounds more like Genesis or something by Phil Collins!" "Well, that's near enough." I replied realizing that my attempt to impress had gone seriously wrong. I pushed her and the suitcase hurriedly into the lift which had at last arrived.

I booked our room back in the Summer so I marched boldly up to the reception desk and said, "Room for Mr and Mrs Clark!" "It will be ready in about an hour!" came the reply from a rather bored-looking receptionist. "Next time I'll book earlier!" I remarked. "I suppose that we could sit here by the lift and listen to the music!" We had been travelling for nearly three hours and were in need of the toilets. "Is there a loo nearby?" I asked. "There's one on the Second Floor." came the reply. "You can leave your luggage here if you like." As I had no intention of humping a suitcase and holdall halfway around the hotel, I accepted her most kind offer.

The convention had already started as it was now after 12 noon and it was on the Second Floor as well as the toilets so we could go straight to the convention and take our luggage to our room later. The problem was that the tickets were in the case!

Anyway, off we went to the Second Floor. Immediate needs seen to, we went to the convention room. "Haven't got my tickets with me, but I did buy some!" I said to the lady on the door. "That's alright. Wot's yer name." came the answer. I told her and was duly given badges for Maureen and myself.

I had not been told it was compulsory to take part in a competition before we could enter the convention proper, but it soon became obvious that this was so. It was the "SEE IF YOU CAN FIX YOUR BADGE TO YOUR JUMPER SO THAT PEOPLE CAN READ IT BEFORE IT FALLS OFF AGAIN" competition. After several attempts, I managed to get the badge fixed to my jumper but it was upside down! Later, in the privacy of our room, I did manage to correct this. It only took me half an hour!

We sat down at a table near the centre of the room. In fact it was the only table! This is supposed to be a humorous article but I would like to be serious for just one moment. It really was great to see everyone again after a gap of a year. People coming up to us and saying, "Hello Peter, how are you? Nice to meet your wife at last." I don't care who says adventurers are a thing of the past, adventuring will live all the time we have people like those at the conventions and those who read the various adventuring fanzines. Sadly, not all the "old faces" were able to attend through one reason or another. I should like to say to Joan and Maurice Pancott that, although it was a great enjoyable day, it was not the same without them. Let's hope that they will once again be with us next year.

Back to the plot I introduced Maureen to Lorna Paterson. "This is one of the strange ladies that 'phone me" I said to Maureen. "What do you mean strange?" replied Lorna. "Well, you have to be a bit strange to come here today don't you?" I said. A glazed expression came over Lorna's face as she wandered away in search of a cigarette lighter.

Maureen was thirsty so I gallantly offered to get her some coffee. Pausing only at a nearby Building Society to increase my mortgage, I wrote out a cheque for the appropriate amount and returned with the drinks. "Hope you don't get thirsty again." I said. "I only brought a couple of hundred quid with me and we have to eat as well."

Hardly had the coffee gone down when a tartan-bedecked individual approached. (I was going to say gentleman but I remembered him from last year!) Only joking Tom! By the way. Has Friday's headache gone yet? Anyway, this fellow seemed to think that I ought to try some sort of quiz that he had devised. Not sure whether he was still smarting from Scotland's defeat by England last year, I thought it best to humour him and tried it out. I will not bother you or embarrass myself with details of my score but it became obvious that Tom had come up with a clever way of levelling the score against us English! What I want to know is how he programmed his computer to tell the difference between the Scottish and English contingents?

Another lady sitting near us on our table turned and introduced herself. Strange, last year she was here too and I, for some reason, thought that she couldn't speak! Shows how wrong you can be doesn't it Sue?!

By now it was time for the prize giving to commence.

The table in front of us suddenly disappeared!

The Master of Ceremonies called for hush!

Nobody took any notice so he carried on anyway. After a while it became obvious that the dashing figure in the suit was Bob Adams. Luckily Alan Phillips is the same size... (nearly) and, as Alan was unable to attend this year, sent his suit instead! Don't forget to empty the pockets before you return it, Bob! And put the hamster back in it's cage! The official convention report will list all the prize winners. (Actually, I have prised the list from Vicky and extracted the sponsors names from Larry so the full details are listed somewhere in this issue ...Ed.) There are one or two others than Larry Horsfield this year, but not many! Again, only joking Larry! ...just put it down to the fact that you write such good adventures. Well done mate!

The Grue won a couple of awards but we were not given a taste of his wonderful humour. I still laugh about the melting head and the bird seed from previous years! Perhaps he is saving it up for next year? Rumour has it that the following morning he was seen capless. This has yet to be substantiated. Did he lose it on the golf course or did the Balrog walk off with it?

Later in the evening a few of us gathered in the lounge for pre-dinner drinks. Suddenly a crowd of giggling adventurers descended from above. Led by Bob and Vicky, they were gathering their followers for yet another foray into the maze of twisty little passages that form the centre of Birmingham. What happened I don't know but I am reliably informed that there is now one less pizza parlour in Birmingham. Perhaps one of them would write this chapter themselves!

After a couple of drinks, the "eating in" party made their way to the Restaurant. The "orchestra" was still setting up but we sat at a table next to the band and waited, and waited, and waitedand waited! Suddenly the Head Waiter appeared, then disappeared again! A short while later, no long than an hour or two, a minion approached the table and took our orders. He seemed a little apprehensive of us. I don't know why! The Head Waiter. Theo. returned and asked if everything was alright. He was told that our hunger pains were doing nicely thank you. A "nice boy" was Theo. Only too eager to please. Whilst waiting for our soup etc. to arrive he told us tales of his new "friend" and of his recent trip to the bowling alley. (Not for innocent ears). Wine was suggested, and Theo, eager to please as usual, returned quickly with the order. He must have taken it too quickly and too often as several people got charged for it! But that's another story!

Theo's entertainment value cannot be overstated. He kept us in fits with his "limp wristed" humour. We certainly needed no cabaret!

Fed and watered we adjourned to the lounge once more. Tom had a few tales to tell as did some others. Margo Porteous had some problems with diminutive piano players, but I believe that she now has this problem sorted out! It just goes to show what can happen when you meddle with leprechauns!

What more can be said except to say that the remainder of the evening was spent in pleasant company..... And so to bed.

The morning saw us back in the Restaurant for breakfast. There appeared to be no casualties from the previous night and bright smiling faces were the order of the day. Gradually, after breakfast, we all made our way homewards with happy memories of yet another convention behind us.

If you have attended any one of the three conventions so far held, you will know what I mean when I say that you really have to be there to appreciate the atmosphere and the friendship that is generated when you put so many idiots together at the same time and place. If you are one of those who haven't attended a convention then all I can say is, "WHY NOT? YOU DON'T KNOW WHAT YOU ARE MISSING!"

I haven't had the time or space to mention everyone at the Convention and if you are one of those that I missed then I'm sorry. Perhaps you are lucky to have avoided the spotlight! Anyway, to all those who were there...Hi Friends, see you next year!

* * * * *

IT'S AN ADVENTURER'S LIFE
written by Mary Scott-Parker

I've been Ambushed by Apaches
Bitten by a Bear
Cooked by Callous Cannibals....
Carved without a Care
I've Died from Dehydration
Expired in Escapades
Been Frazzled by a Fireball....
Fatally Flambe'd
I've been Garrotted by Gorillas
Halo'd and Heaven sent
Improved upon by Indians
Indented with(in)tent
I've been Javelin'd in the Jungle
Kicked by Kangaroos
Leapt upon by Lurking Lions
Locked in Little Loo's
I've been Massacred by Maniacs
Nobbled by a Net
Opened up by Ogres, Orcs....
You ain't heard nothing yet!
I've been Pounced upon by Pirates
Quizzed by Quadrupeds
Re-designed by Robots
Stuck in Several Sheds
I've been Totalled by Tarantulas
Undone by the Undead
Victimized by Vampires
Well dentured and Well fed
I've been X-rayed and X-ploded
A Yeti yanked my brain
I was Zero'd by a Zombie
YES! I WANT TO PLAY AGAIN!

ALTERNATIES

AN ALTERNATIVE REALITIES FANZINE

A fanzine which prints mainly short stories, but also the occasional video and PC game review and other occasional articles such as Cyberpunk - the Dark Future, Virtual Reality, Hi-Tek etc etc...

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THE ADVENTURERS CONVENTION AWARDS FOR 1992

Best 8 bit Adventure - sponsored by Dreamworld Adventures:

3rd place: RUN, BRONWYNN, RUN by Larry Horsfield

2nd place: SPECTRE OF CASTLE CORIS by Larry Horsfield

1st place: THE TAXMAN COMETH by STEVE CLAY

Best 16 bit Adventure - sponsored by The Guild:

3rd place: There were no second and third place winners as each

2nd place: nomination had an equal number of votes except the winner which won outright by far.

1st place: THE FOUR SYMBOLS by THE GRUE

Best 16 Graphic/Animated Adventure - sponsored by Red Herring:

3rd place: There were no second and third place winners as each

2nd place: nomination received one vote except the winner which won with a massive majority.

1st place: THE SECRET OF MONKEY ISLAND II by LUCASFILM

Best R.P.G./Strategy - sponsored by Adventure & Strategy Club:

3rd place: RAILROAD TYCOON by Microprose

2nd place: GOLF by Microprose

1st place: EYE OF THE BEHOLDER II by US GOLD

Best Text Adventure Author - sponsored by WoW Software:

3rd place: Joint - Jack Lockerby and Simon Avery

2nd place: The Grue

1st place: LARRY HORSFIELD

Best Graph./Animated Ad. Author - sponsored by Borphee Computers:

3rd place: No third and second place as all nominations had just

2nd place: one vote.

1st place: Joint - RON GILBERT and MARGARET CREWDSON

Best Commercial Adventure Company - sponsored by Barbara Gibb:

3rd place: Joint - Level 9 and Sierra On-Line

2nd place: Magnetic Scrolls

1st place: LUCASFILM

Best Home Grown Adventure Company - sponsored by Amstrad Adv.PD:

3rd place: Borphee Computers

2nd place: Zenobi Software

1st place: WOW SOFTWARE

Best P.D. Library - sponsored by Delbert the Hamster Software:

3rd place: Syntax by Sue Medley

2nd place: From Beyond by Tim Kemp

1st place: ADVENTURE PD by DEBBY HOWARD

Most Helpful Adventurer/Helpliner - sponsored by Tartan Software:

3rd place: Sue Medley

2nd place: The Grue

1st place: JOAN PANCOTT

Adventurer of the Year - sponsored by From Beyond:

3rd place: Tim Kemp

2nd place: Lorna Paterson

1st place: MANDY RODRIGUES

Megapoints Competition - sponsored by FSF Adventures:

4th place: Vicky Jackson who won 6 months subs. to ZAT

3rd place: Jenny Perry who won 6 months subs. to Probe

2nd place: Ken Chambers who won 12 months subs. to Probe

1st place: MARK OULAGHAN who won 2yr/12 issue subs. to
From Beyond

The above four players all tied on the same number of points for the competition game "Exploits in a Wheelie-bin" and were given a further 20 minutes to play another new adventure "Deception of the Mind's Eye" as a decider.

Adv. & General Knowledge Quiz - written & sponsored by Tom Frost

Won by MARGARET CREWDSON with a score of 50 out of a possible 65 who receives a 6 months subscription to Adventure Probe.

CONGRATULATIONS TO EVERYONE

PERSONAL COLUMN

AN APOLOGY FROM P TOWNSEND (SANDRUNNER)

To all concerned:

I made an idiotic mistake. Due to my own stupidity I found myself in hot water and apologize to all concerned.

My list has been destroyed and I will not supply anyone with games of any type.

*

What has 10 rashers of bacon, 8 sausages, scrambled eggs and various pieces of fried bread have in common with a certain reader of "Probe"? Answer please on the back of a jam butty and sent to Dungeon Master.

*

Beware! Too many sausages and bacon puts hairs on your chest!

HELP WANTED

I have recently upgraded my old STFM/Citizen 120D with a new 4 Meg STE but I'm having considerable difficulty in loading FIRST WORD without "bombing out". It works alright in low resolution (not much use!) but when I convert to medium resolution and then double click on the First Word program icon it invariably crashes in a series of "bombs". I tried using my old STFM First Word disk but the same thing happens.

I notice also that when printing, it leaves a blank line under each line of text. This did not happen with my old setup and I wonder if reversing the line feed dip switch on the printer would improve things.

Your comments will be much appreciated by
Lon Houlston, 3 Pritchett Drive, Littleover, Derby. DE3 7AX

RED HERRINGS

JUNKYARD

played by Dorothy Millard on a C64

In Part One ignore the button.

*

LASKAR'S CRYSTALS

played by Alf Baldwin on a Spectrum

The Teapot and the Brass Key

BUGS AND AMUSING RESPONSES

THE FAMOUS FIVE

played by Barbara Gibb on a C64

In the Large Circular Dungeon, when you EXAM COLUMN the prescence of a grille is not revealed. It is most important that you PUSH GRILLE (this does work) otherwise you won't finish the adventure.

*

SPACED OUT

played by Dorothy Millard on a C64

When the game is saved there are two bugs which cause problems. This is caused by errors in the save routine.

a) In the location where the second troll is, after you have offered the pass to him and can now go north. When saved you can no longer go north.

b) In the location where you give the bone to K8, and can now go south. When saved you can no longer go south.

PRECISION CORNER

ATALAN

played by Walter Pooley on a C64

Collect all 20 treasures otherwise the rescue boat won't come.

Ancient sword
Crystal goblet
Emerald necklace
Gold Fish
Ivory tusk
Musket
Ring
Sapphire
Spear
Tiger skin

Arrow (gold tipped)
Diamond
Gold crown
Gold nugget
Jewelled dagger
Pearl
Ruby
Silver Flute
Talisman
Trident

NEWS SECTION

FROM SPECTRUM TO AMSTRAD

Starship Quest, Spectre of Castle Coris and Run, Bronwynn, Run, written by Larry Horsfield, are being converted to the Amstrad format, and will be published by The Amstrad Adventure Workshop.

*

KINGS AND QUEENS OF THE CASTLE

Paul A Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ

C64 and Amiga:- Battle Tech, Beyond Zork, Champions of Krynn, Deathknights of Krynn, Dungeon Master, Dungeon Quest, Escape from Singe's Castle (Amiga), Eureka (Pts.1, 2 & 3), Eye of the Beholder, Gnome Ranger (Pt.1), Imagination, Indy - The Last Crusade Adventure, Ingrid's Back (All 3 Pts.), Joan of Arc, Journey, Kentilla, Knight Orc (Pt.1), Kobayashi Naru, Lords of the Rising Sun, Lords of Time, Millenium 2.2, Myth, Planetfall, Red Moon, Rigel's Revenge (Both Pts.) Robo City, Seabase Delta, Spytreck, Tower of Depair (Both Pts.), Velnor's Lair, Venom, War in Middle Earth (Amiga), Wishbringer, ZZZZ.

*

Sharon Harwood, 9, Brighton Ave, Southend-on-Sea, Essex, SS1 2QN

Spectrum:- Agatha's Folly, Arnold II, Arnold III, Axe of Kolt (128K), The Beast, Behind Closed Doors, Behind Closed Doors II, Captain Kook, Case of the Mixed-up Shymer, The Challenge, Cloud 99, Crack City, Davy Jones Locker, Demon from the Darkside, Desmond and Gertrude, Devil's Hand, Diablo, Dragonslayer, Eclipse, Escape from Hodgkin's Manor, Four Symbols (48K & 128K), From Out of a Dark Night Sky, Fuddo and Slam, Golden Mask, Hermitage, Hobbit, House on the Tor, Inner Lakes, Intruder Alert, Island (The), Jack and the Beanstalk, Jade Stopne, Karyssia, Lamberley Mystery, Lost City, Magnetic Moon (128K), Miser (The), No.6 - In the Village, One of our Wombats is Missing, Open Door, Orb Quest, O Zone, Pheonix, Project X, Puzzled, Retarded Creature & Caverns, Run Bronwynn Run, Silverwolf, Spectre of Castle Coris (48K & 128K), Starship Quest (128K), Tears of the Moon, Treasure Island, 'Twas a Time of Dread, White Door, Wizard's Skull, Zogan's Revenge.

*

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HINTS AND TIPS

MADDOG WILLIAMS

played by Janice Charnley on an Amiga

Put the head on the broken statue of a snake and go down stairs.
Fill your bucket from the fountain and put out the fire to enter the maze.

When Cyclops approaches you, drink from the flask.

When you recover, enter the tavern and give the staff to the man sitting there.

Take the lamp and the matches then find Derik's house.

Show the amulet to Derik then get the moonshine from the waterfall.

Wear the repellent to pass the small creature, and use the moonshine to dry out the mud.

After the ride on the dragon's back, follow the path to the castle and look at the moss in the moat.

Take gold from the guard and an apple from the library, but save it for later.

*

FASCINATION

played by Janice Charnley on an Amiga

Responses to Police Inspector's questions in hotel:-

2, 2, 2, 1, 2, 1.

At the Red & Blue Club pick up the newspaper, show lapel pin and give 10 dollars to Eduardo.

Responses to Kenneth Miller's questions inside Red & Blue Club:-

2, 2, 1, 2, 1.

Responses to Inspector's questions at the Villa Vizcaya, Miami:-

1, 2, 1, 2, 1.

*

MINDSHADOW

played by Dave Barker on an Atari
(also available for other computers)

Buy the fishing pole (need £5) to retrieve the newspaper, then read it and THINK (name).

LISTEN to the derelict, then buy something from him.
(need £5)

Ensure you give a hat to the hat-check girl in Rick's Cafe.
You have to buy a ticket before you can enter the plane.
(need £200)

Be on your guard when you enter your room in the hotel.

Take a long walk into the mountains, but you need something to DIG with - something from an early location!

Visit the bank - you need to know the number of the safety box.

Return to the hotel for the final piece of your life to fall into place.

BORDER WARFARE
played by Barbara Gibb on an Atari

Keep getting killed by the Gallyon when you leave the fort?
- drink one of the potions to "become one of them".

How do I get back to Rubycon from Sunhallow?
- the Wizards will tell you what to do when you give them the right items.

Note that the creature has only one eye!

When on the bridge, the sword cuts the cord to shreds!
- you need an army dagger instead.

The pistol won't kill the Troll! - you need a different weapon.

Can't find the girl in the castle!
- fall down a chute into the dungeons and explore.

How do I escape from the castle?
- use the rope to climb down from the ramparts.

*

JUNKYARD
played by Dorothy Millard on a C64

To get the anti-grav out try throwing it.
Use the acid to deal with the Insane Cyborg.
Attach the anti-grav to the plate, weld the curved pipe to the plate for an anti-grav cart.
Use the anti-grav cart to move the android torso and head.
Assemble the android - attach the battery before programming it.
To program - you need the chip IV in the slot, push buttons on memory chip XFER. Now put LXIV in niche.
To complete this section you must CAP ANDROID and WEAR CAP.

*

L.A.ADVENTURE - Part 2
played by Barbara Gibb on a C64

Can't climb the statue - find a ladder.
Get killed on the building site - wear a hardhat.
No hardhat - try getting a paper from the blind man!
Can't read the graffiti - you need a piece of (bottle) glass.
Cook stops you going S - give him something for his salad.
Dog stops you going SW - you need a ball to throw.
No special card for the stadium - fix the van and sell the ring.
No ring - get it before you type the password.
Can't get into Gym - need to sign name from graffiti on statue.

I have "completed" this adventure and found some of the secret rooms but can't find any way past the snakes, and I can't enter the teleport despite having the sealed box (which I can't open) and Ami with me. Can anyone help?Ed

*

PUZZLED

played by Sharon Harwood on a Spectrum

Chew the gum, then plug the hole in the bucket.
Blow the dust in the cupboard.
Bait the hook with the breadcrumbs.
Wear the suit (that's not dry yet!) to get the trap.
Set the trap to catch the mouse.
Wear the sandals to walk on water.
Wish at the wishing well.
Give the watch to the tinman.
Flush the toilet to stop the train.

*

THE MAGIC ISLE (A LEGACY FOR ALARIC PT.2)

played by Barbara Gibb on a Spectrum

You don't need a spade to dig in sand, but you do when you want to plant the seed.
Climb the magic tree and create a tightrope to attempt to cross the moat.
Once across the moat, you will need a way of returning to the other bank with the "collar".
Hands in the clearing giving you trouble? - the solution can be found on the castle side of the moat.
Don't be in too much of a hurry to swim the moat, you need something from it to put into a container.
There is a secret door in the wall of the castle.
Protect your hand when opening a door.
Force the butterflies into hibernating.

*

THE GUILD OF THIEVES played by Tom Leahy

Examine the settee in the drawing room and open the cushion then take the note. Later, in the Rat Race, use note to bet on grey rat.

*

TRINITY (Infocom) played by Tom Leahy

Get the football and throw it at the umbrella.
To cross the grass - Push the pram east then south. Open the pram then enter it with the umbrella. Now open the umbrella.

*

SHERLOCK (Infocom) played by Tom Leahy

To get Holme's attention, give him the newspaper.
Blow whistle to hail a taxi cab.

*

BERMUDA TRIANGLE
played by Alf Baldwin on a Spectrum

Grind the vial with the pestle and mortar to get the potion.
Ignore the planks, you can't bridge the hot lava with them.
Drink the potion to get through the small hole at the bottom of the well. You have only one move before the effects wear off.
Use the iron bar to replace the missing rung on the ladder.
Read the paper from the empty shop. The words will open the safe.
Inside the safe is a switch which will turn off the laser beams.
Insert the gold pin into the hole in the console, and the whole installation will be destroyed.
Search the body of the scientist.
Get into the barrel and roll it into the stream. It will carry you over the waterfall. Pull the ring when you reach the bottom of the waterfall.
Blow the dog whistle to shatter the spider's web.

*

THE FAMOUS FIVE
played by Barbara Gibb on a C64
(this adventure is available for most computers)

Someone plus Timmy the dog will have to dig to reveal the entrance to the dungeon, and everyone has to pull their weight to actually open it.

Explore the underground tunnel and caverns. The Large Circular Dungeon is very important, and in my Commodore C64 version EXAM COLUMN does not reveal the presence of a grille, but you can EXAM GRILLE and PUSH GRILLE.

Break the wooden door with the axe, but ensure Julian has the axe and torch, and Dick has the matches, candle and rope.

Don't all get caught by the Stranger as someone has to rescue the others from the locked room.

Report your discovery to Uncle Quentin but he may need proof of your story.

To finish, take the Police Office and Uncle Quentin back to the locked room.

*

BEHIND THE LINES
played by Jim Donaldson on a Spectrum

Examine the crevice in the waterfall to find the jug.
Throw the water on the fence. Shoot the German and his dog.

*

BLOOD OF BOGMOLE
played by Jim Donaldson on a Spectrum

Wear the mud to frighten "KNIF THE ORC". Throw water on the altar

HOUSE ON THE TOR
played by Jim Donaldson on a Spectrum

Throw the egg to get past the dog.
Turn off the lantern to get the rope.

*

TEMPLE OF TERROR
played by Barbara Bassingthwaite on a BBC
(this adventure is available for most computers)

Cast the sleep spell at the priates.
Cut cactus for a drink of water.
Kick sand at the desert serpent guard.
Cast incendiary spell on reptilion creature.
Give the telescope the the gnome.
Close your eyes before jumping over the pit.
Drop buttons to turn cloaked figure to dust.
Throw scorpion into torture chamber.
Cast shrink spell at large glowing moth.
Shoot centipede with crossbow.
Drink from pool for extra strength.
Kill Mutant Orc when strong.
The grapes are poisonous.

*

SPACED OUT
played by Dorothy Millard on a C64

At the start after you have found the secret corridor you must walk around until you are jumped on from behind and the secret formula is stolen - as this will take a while just be patient.

*

ATALAN
played by Walter Pooley on a C64

Can't scale the cliff - dig in the sand to find a rope and anchor, tie the rope to the anchor and then throw anchor.
Found dark caves and huts - you need a lamp, lit with the matches
Play the flute to charm the snake.
Can't cross a river - make a raft (need bamboo, hammer and nails).
Trouble with a native near the campfire - wear the mask.
Kill the tiger with the spear.
Can't cross the chasm - chop down a tree.
How do I catch the fish? - eat the fruit (find worm) and bait line (need rod) then CATCH FISH.
What do I do with the gold fish? - cut it open to find a treasure (see list in Precision Corner).
How do I get into the Temple? - get the key from the hungry dwarf
Examine the idol to see a room to the north.
Open the shell with the dagger to find a pearl.
Pray at the shrine.
At the altar, offer the honeycomb to find a diamond.
The bow is a red herring.

*

GETTING YOU STARTED

CORTIZONE

played by Lon Houlston on an Atari

GET CAN, GET ROCK, THROW CAN (to distract guard), UP, THROW ROCK AT GUARD, GET STUNNER, EXAMINE STUNNER, UP, UP, FIRE STUNNER AT GUARD, GET PISTOL, EXAMINE CHAIR, PUT GUARD IN CHAIR, DOWN, DOWN, S, S, EXAMINE DUSTBIN, LOOK, GET OXYGEN TANK, N, N, UP, UP, IN ..

*

ZOGAN'S REVENGE

played by Dennis Francombe on a Spectrum

Go North from the start having persuaded Randor to follow you. Examine the shaking bushes and Bernard when he appears, taking the fly. Go up to the top and east, call Bernard (CB) until he appears. When the troll arrives examine him, point Bernard at his leg, then Randor will finish him off. Examine or search all the bodies and take the pouch and the bottle. Examine the owl, who will oblige with the very valuable amulet. Go down and north until you reach the tree, climb it and enter after listening to the advice. Examine whatever takes your fancy, but notably the web and the floor, feed the spider, then take whilst he is in a good mood. Squeeze the amulet (SA) and get the fire ruby

*

THE CASE OF THE MIXED-UP SHRYMER

played by Barbara Gibb on a C64
(also available for other computers)

Your task is to recify the nursery rhymes. You start on a road. Go E to the village, E and SE to the Bakers. EXAM COUNTER and TAKE (fruit) PIE, NW, W, NE, to the Schoolroom. TALK to JACK (he wants something to eat), GIVE PIE (he takes it, dropping a pair of scissors), TAKE SCISSORS, then go SW, W, and N to a Graveyard where Lucy Locket is playing. EXAM LUCY (looks smug), TALK LUCY (she shows you her pocket), CUT POCKET (need scissors - now got the pocket) Take pocket to Kitty Fisher in the dairy by going S, W, N and N. GIVE POCKET (she gives you a key to give to her father). Go S and W to a barn, EXAM HAY (find a tin), TAKE TIN and EXAM TIN (black paint), E, S, D, D, E and S to some rocks. EXAM ROCKS and OPEN CASE, LOOK and TAKE NIGHTIE, TAKE TOOTHBRUSH. Return N, W, U, U, (to the top of the cliff), E, S, E (brings you to the country market). Go S to a sheep pen. EXAM SHEEP (white!), PAINT SHEEP (need tin of black paint and toothbrush)

*

DEMON FROM THE DARKSIDE

played by Martin Freemantle on a Spectrum

NE, GET RUBY, X BODY, PULL ARROW, SW, S, SX STATUE, READ SYMBOLS, MECLA, GET SWORD, E, GET LIFE, S, X SLIME, GET MASK, D, X PUDDLE, GET RAT, CAST LIFE, USE PLANK, CLIMB PLANK, N, USE RUBY

OBJECTS AND THEIR USES

HIT

Written by Alf Baldwin on a Spectrum

Letter Cherry needs your help.

Address book Tells you where Cherry lives.

Bill Bribe for the barman.

Piece of paper Name of hotel where Cherry is staying.

File Gets you out of jail.

Pen Give it to Tom.

Notepad Name of the Speak-easy

Steak Gets rid of the dog.

Black coffee Give it to Cherry to sober her up.

Hairpin Picks a lock.

Whisky coupon Exchange it for a whisky.

Beer token Exchange it for a beer.

Piece Magnum 45 with only one bullet.
Save it for Machine-gun Harry.

Milk bottle Throw it at the jailhouse wall to be
put in cell.

Hammer Smash the cement on the feet of the
man in the drain.

Whisky One over the eight for the mobster.

Suit Makes you look like one of Macdowell's
men.

Beer Give it to the Broad in the Shanghai.

Tube and Dart Gets rid of Macdowell's bodyguard.

Telescope Gives you a close view of the back room
from the attic.

Envelope Tells you where Macdowells is staying.

ASK A SIMPLE QUESTION

This is a list of June Rowe's most frequently asked questions.

*I'm sure there must be other help liners who have such a list.
Why not send them to meBarbara*

Q. In Atlantis, how do you pay the man with the mule?

A. RIDE MULE and he takes some of your drachmas.

Q. In Arnold II, how do you get the floorboards up?

A. X UNDER BED to find a strong titanium steel pen, then PRISE FLOOR WITH PEN.

Q. In April 7th, where can I find a torch?

A. There isn't one - to see in the dark, you need a helmet (from the body in the circular chamber) and a visor (from the electric shop).

Q. In Agatha's Folly, how do you get the hairgrip from behind the sink?

A. After the boy has delivered groceries, TEAR BOX (giving you cardboard strips) then GET HAIRGRIP WITH CARD.

Q. In Bermuda Triangle, where is the ladder?

A. DIG (twice) in the garden.

Q. In Curse of Calutha, how do you get the ladder that's hooked in the top of the tree?

A. CLIMB LADDER, then HOLD TREE before UNHOOK LADDER (then press any key and you slide down).

Q. In Captain Kook, how do you pull the lever if you are too weak to move it?

A. Have the nutrone canister and the plench, REMOVE SUIT, TURN TAP WITH PLENCH (gas knocks you out) press any key eight times and you awake feeling stronger.

Q. In Cloud 99, where is the angel's halo?

A. It is the choker, which can be found by LOOK UNDER CUSHIONS in the living-room.

Q. In Crystal Caverns, how do you get into the mousehole?

A. SQUEEZE VIOLET (from the alder copse) to make you small.

Q. In Dark Tower, how do you get through the archway?

A. CLIMB INTO SACK, SOUTH, OUT.

Q. In Domes of Sha, how do you get the object on the ice?

A. SAY TO GRUNT "FETCH OBJECT", then SAY TO GRUNT "GIVE OBJECT".

Q. In There's A Bomb Under Parliament, how do you get past the pressure mat by the cave entrance?

A. The plank by the farmhouse door is warped - PUT PLANK DOWN to make a bridge over the mat.

* * * * *

SERIALISED SOLUTIONS

THE PRINCE OF TYNDAL
Solution written by *Walter Pooley*

PART THREE OF FOUR

When you leave the cave the cat follows you because it can smell the fish you are carrying. Go east, north, west and west to reclaim your spade before going east, north, north, west, north and west to an Elfin garden with a cave entrance high above you. The elf sees the cat and flees in panic. You don't need the cat any more, so drop the fish - the cat eats it and goes away, probably back to the witch. Plant the seeds, which now need watering, so you will have to trudge back to the river by going east, south, east, south, south, west and south. Remove your helmet and try to fill it with water. This is where you find out the value of the cork you should have remembered to pick up at the enchanted garden. Insert it and successfully fill the helmet with water. Return to the Elfin garden and water the seeds which grow into a beanstalk. Climb it to the Elf's cave and take the spell of Destruction before going down. Drop the spade as you have now finished with it and return to the Plain of Cuspin.

Take and wear the sheepskin coat before going west and south to get your net by the river, and once again fill your helmet with water. Now go south to a waterfall. When you enter the waterfall you find yourself in a large cave with a small hole in the rock. Cast the spell of Destruction to make the hole large enough for you to enter the Cave of Demons.

Go west and take the gold key before returning east. South will take you to a vaulted cavern, south to a small chamber and another south to where a fire dragon bars your way. Throw the water in your helmet to render the dragon harmless. Wear the helmet and return north, north and east to a strange vault with an Altar of Transformation in the corner. Place the *gold* key on the altar. Arden appears and changes it into an *iron* key. Take the key and go west, south, and west into the fire chamber where you see a lit torch high above. Throw the vase of sand to dislodge the torch, take it before venturing east three times to the ice cavern. Your lovely sheepskin coat keeps you warm. You see a sword embedded in a block of ice but you have the torch to melt it. Now take the sword and go west, twice, back to the small chamber. You are now ready to unlock the chest. Drop the key before opening and examining the chest to find and take a golden cape. Now is a good time to do a bit of demon bashing, so go south to where you met the dragon, south to a junction and west to the Torture Chamber where some demons are torturing a dwarf. Feeling brave, you attack them. You are overpowered, your sword taken, and you are thrown into a cell; however the dwarf escapes. Move the bed nearer the cell door and sleep. You awaken refreshed. A demon enters and trips over the bed. Examine the unconscious demon and take the leather pouch. Examining the pouch reveals it contains coins and the letter "E" (for Eldin) marked on it. Remove and drop the coins onto the floor.

(to be continued)

R.P.G./STRATEGY

CONQUESTS OF CAMELOT - PART FIVE

A guide by Rob Rainbird played on an Amiga 500

Fatima is introduced into the game as a test of your virtue, so keep saying "NO". You may question her upon such matters as The Grail, Sir Galahad, the Test and the Catacombs. (To find the Hierophant you will have to go to the leprous beggar in the Bazaar.). Give Fatima your purse and she will open a door so that you may take the Test of the Symbols. It is essential that you pass this test and if you remember your visit to the Scholar when you first arrived in the Far East, the answers should not be difficult. The Goddesses are Astarte, Athene, Isis, Venus, Vesta. You must now enter the Catacombs. Go to the Hierophant who will show you the way in. Use your Lodestone! It will be the only true directional indication. During your journey through the Catacombs you will be bitten by a rabid rat, infecting you with a slow-acting poison. There is no way of avoiding this and from then on to the end of the game your time will be restricted. On entering the Catacombs you will enter a room containing a Mural of Adonis. From there go East to the Gnostic Room and East again to a Child's Mummy. Using the tip of your sword, get the Medallion from the mummy. Wear the Medallion. Go North to Galahad's Bier and give him the Elixir you should have obtained from the Hierophant. Go back to the Gnostic Room, then North to a Sarcophagus. Provided that you are wearing the Medallion, you may get a Golden Apple from the open part of the Sarcophagus. Go North to the Pygmalion Room, then East to the Statue of Aphrodite. Give her the Golden Apple. She will ask you six of the following questions (which for convenience, I have abbreviated):

<u>Question</u>	<u>Answer</u>
Flora	Apple
Boar	Adonis
Hunt	Chariot
Fauna	Dove
Chariot	Hyppolitus
Dispute	Zeus
Pygmalion Company ..	Woman
Theseus	Posiedon
Sacred Number	Six
Pygmalion Live	Cyprus
Pygmalion Worship ..	Aphrodite
Goddess Scorned	Phaedra
Statue	Ivory
King	Theseus
People	Greeks
Pygmalion Reward	Life
Underworld	Persephone
Boar	Ares

Answering correctly, Aphrodite will give you instructions which must be carefully noted. When faced with several doors, use your Lodestone and then choose the West door. Once out of the darkness, go North, inspect the skull on the floor and then go up the stairs. You are now at the Temple of Aphrodite and the final part of the game.

(to be continued)

EYE OF THE BEHOLDER 1 & 2

Hints by Paul A Hardy

In both these games character creation is extremely important, as your four characters will need varied skills to complete these games. You will need at least one Cleric, and a Mage too, to gain the games' full array of spells. A Thief character can also be an advantage as he/she will be able to gain access to further parts of the dungeon by picking certain locks, and a Fighter-type character, whilst not essential, will be a great asset when combat is joined.

My ideal party is a Thief, Mage, Cleric and Paladin, all of whom are human. Humans may progress to maximum level in their chosen class (unlike demi-humans) although they can't be multi-classed; and a Paladin, as well as being a highly skilled fighter, may also begin casting Clerical spells from level 9 onwards.

Try to gain characters with Prime Requisites (Strength for Fighter-types, Intelligence for Mages, etc.) of 16+, to gain the 10% experience bonus. Important ability scores are Prime Requisites (for experience bonus), Dexterity (to aid Armour Class) and Constitution (to aid Hit Points gained, and resurrection survival percentage) and you should try to get all these scores as near to 18 as possible.

MILLENIUM 2.2

Hints by Paul A Hardy

To gain some ores fast near the beginning of the game, create some Grazers and send them to the Asteroid Belt. When they arrive, they may search the asteroids for mineable rocks - once one is located, collect it and head back to the moon,. Now simply land the Grazer and unload your minerals

DEATHKNIGHTS OF KRYNN

Hints by Paul A Hardy

Create a Human Cleric so he/she may gain the maximum level - for this game he/she will also have power over the undead, and believe me, there are hundreds of undead to be turned in this game! After defeating Lord Sath in Dargaard Keep, strike him with the Rod of Omniscience; do not give the Rod to Lenore but strike her with it as her true identity is Kitiara, Lord Sath's evil mistress

ULTIMA 5

Objects and their whereabouts by Simon Maren

Grapple	held by Lord Michael of Empath Abbey
Smith (the talking horse) ..	in Iolo's Barn
Magic Carpet	central room on roof, British Castle
British Crown	top of Blackthorn's Castle
Magic Keys	serpents hold
Spyglass	held by Lord Seggallion of Farthing
	small green island in SW corner of map
Free Horses	wish for one at the well in PAWS

CHAMPIONS OF KRYNN

A guide by Ron Rainbird on an Amiga 500 (1 Meg.)

TOWN OF THROTL

Mapped on a 16 x 16 grid

Map Refs: 1st figure read Left to Right
2nd figure read Top to Bottom

<u>Map Ref.</u>	<u>Remarks</u>
4 - 0	Refuse Soldier's offer, then fight.
5 - 1	Arrow attack by unseen enemy.
4 - 2	Beware Trap - detect if possible.
0 - 3	Fight enemy. When successful, find Shield+1, Potions and Scrolls.
2 - 3	Let Kender join Party.
2 - 5	Detect Trap.
0 - 6	Random fight.
2 - 6	Let Knight join Party.
3 - 7	Scroll.
5 - 7	Scroll.
0 - 8	Gas Trap. Knight will detect it. Gain experience points.
3 - 9	Combat - beware Black Robe Mage.
7 - 9	Remnants of battle.
9 - 10	Battle
6 - 11	Caramon is here. Earn 3000 experience points per character.
7 - 12	Frightened man.
8 - 12	Treasure.
1 - 13	Giant Rats and Zombies.
5 - 13	Giant Rats and Skeletons.
0 - 14	Cleric with Temple Keys - after you free Caramon.
9 - 13	Hobgoblins.
7 - 15	Entrance.
14 - 14/15	Eavesdrop - then attack.
12 - 9	Secret entrance to Temple - provided you have Cleric's Key.

*

TEMPLE OF THROTL

Mapped on a 16 x 16 grid

Map Refs: 1st figure read Left to Right
2nd figure read Top to Bottom

<u>Map Ref.</u>	<u>Remarks</u>
1 - 8	Get letter by using "SLY" when replying.
8 - 8	More information. Don't let the Cleric escape!
5 - 7	Big fight. Good reward includes Potion and a Flail+1.
8 - 1	Another fight to get more information.
1 - 1	Fight to get another Potion and Arrows+1.
2 - 0	Door to Catacombs. Please note that the opponents at 5 - 7 must be overcome before the entrance can be used.

*

Mapped on a 33 x 15 grid

Map Refs: 1st figure read Left to Right
2nd figure read Top to Bottom

<u>Map Ref.</u>	<u>Remarks</u>
8 - 1	Cleric with Papers.
17 - 1	Draconians with Dragon Eggs.
29 - 1	Get Chain Mail+1.
16 - 3	Tough fight to get an essential Map.
18 - 3	Treasure and Weapons, including Wand of Ice Storm.
19 - 5	Tough fight.
20 - 6	Listen and learn!
26 - 6	Very hard battle - success earns many experience points, treasure, Potion and Ring of Protection+1
16 - 15	Major battle prior to Overlan exit. Really tough opposition.
20 - 14	Exit to Overlan, but hardest battle so far. Use Wand of Ice Storm against Dragons. Winning will gain you several thousand experience points.

NOTE: In between the above locations, there will be several random encounters with the enemy. This applies to all further guides to this adventure.
(to be continued)

* * * * *

GATEWAY TO THE SAVAGE FRONTIER
(An R.P.G. for the beginner)

A general guide to the TOWN OF YARTAR
as played by Ron Rainbird on an Amiga 500 (1 Meg)

<u>Map Ref.</u>	<u>Remarks</u>
1 - 9	"Glowing Gem" Inn - you can rest here.
3 - 6	Armoury. Buy your fighting equipment here.
4 - 1	Fishmarket.
4 - 0)	
11 - 2)	At one of these locations, save Krevish and let him
2 - 12)	join your Party. Act upon his advice from time to time.
11 - 12)	
7 - 0	Boat Store for repairs.
9 - 4	Boats for rent.
13 - 0)	
13 - 4)	Possible encounter.
15 - 8	Guard H.Q.
11 - 7	Get information from the Waterbaron.
9 - 5	Vault.
3 - 8	Training Hall - the place to advance your levels.
8 - 13	Shop of Magical Items - well worth making selected purchases.

* * * * *

TELEPHONE HELPLINE

DOREEN BARDON	0653 628509	MON - FRI 6pm-10 pm	Spectrum
		Weekends - any reasonable time	
JOAN PANCOTT	0305 784155	SUN - SAT 1pm-10pm	Various
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BARBARA			Spectrum
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