

ADVENTURE PROBE



DECEMBER 1992 £2.00
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A VERY HAPPY CHRISTMAS TO
EVERYONE.

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 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

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, as I am not familiar with every detail. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

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 readers who have sent in contributions since the last issue:

Barbara Bassingthwaighe, Laurence Creighton, Sharon Harwood, Mary Scott-Parker, George Kersey, Richard Batey, Neil Shipman, Alf Baldwin, Simon Poxon, June Rowe, Keith Burnard, Philip Reynolds, Tim Kemp, Steve Clay, Peter Clark, Grimwold, Vince Barker, Martin Bela, Jonathan Scott, Chris Wiggins, The Grue!

Special thanks to Margaret Crewdson for the cover picture, and Geoff Lynas for an excellent printing job from some dodgy proofs.



Erratum: In the WORDSEARCH on page 25 of the supplement, on line 2 the fourth letter from the left should be an A (not a T) and the seventh letter should be an I (not an H). Sorry.

EDITORIAL



Dear Readers,

First, I wish to pass on some news concerning Joan Pancott. She has to go back into hospital on the 17th December to have her other knee replaced.

Dear Joan, all your friends at Adventure Probe wish you all the best for a successful operation, enjoyable Christmas and a happy and healthy New Year. We all miss you and Maurice.

Many thanks to Keith Burnard and Mary Scott-Parker for their contributions to the stock of prize. If anyone else has anything to offer, please forward it after the Christmas holidays - the wider the choice, the more incentive to win the competitions.

I know some of you never look at the RPG section, but this month it may be of special interest to any of you who have a copy of Dungeon Master but never managed to get into it. I was getting interested just typing the article; if I had the game I would probably have attempted it over the festive holiday.

As a special offer to advertisers, and to bring Adventure Probe in line with other fanzines, I have amended the advertising rates. Please see the inside front cover for details. Also, in case any readers are keeping a check on their subscriptions, and wondering why they haven't received a renewal form, it is because no one is expected to pay for the July issue, and I have extended the subscriptions to take this into account, for example, most of you paid 6 months in advance, and are in credit up to and including the January 1993 issue.

I hope you all enjoy this special Christmas issue and supplement. It wouldn't have been possible without some outstanding contributions. It has taken weeks to prepare, working up to 16 hours a day. I used a ream of paper and 4 ribbons, and didn't have time to check all the puzzles - I have an awful feeling I have overlooked a few mistakes but trust they won't spoil your enjoyment. I will be much better prepared next year.

Best wishes to everyone. We hope you all have a Happy Christmas, and a prosperous and peaceful New Year.

from

June and Barbara



LETTERS

edited by June Rowe



From Nell Shipman, of Bristol . . .

In the September Issue of Probe, Alison Bailey asked for advice on what computer(s) to consider buying with her £700 inheritance. I think you should definitely be looking at a 16 bit machine now, Alison - Atari St, Commodore Amiga or IBM-compatible PC. Bearing in mind that your two principal requirements are the availability of adventures and a good word processor, you can virtually ignore the ST. There are very few adventures being brought out for this nowadays, mainly because it had never been well supported in the USA. More adventures are available for the Amiga but even this computer is tending to be overlooked by the game developers as they concentrate their efforts on the PC.

With the amount of money you have to spend - and with an eye to the future - I would recommend that you think about buying a PC. The minimum specification you should consider is a 386SX machine with 2Mb of memory, a 40Mb hard disk and an SVGA colour monitor. You could definitely purchase a set-up like this for around the £700 mark, if not less. As prices are coming down rapidly you'll soon find that you could afford a faster machine with bigger hard disk and more memory. If this is the case then the minimum specification can be up-graded - you wouldn't have to think about yet another computer.

You will find a huge variety of adventures for the PC including nearly all the late Infocom titles recently released in compilation form as The Lost Treasures of Infocom I and II. You should, however, be prepared to spend a lot more on software than you have been used to doing (£25-£35 is fairly typical) although there are many good adventures available cheaply as Shareware or PD. As far as word processors go, the range is enormous, from the business-oriented costing hundreds of pounds to the cheap but adequate Shareware. I think I have even seen a PC version of Tasword advertised in the magazines.

I suppose the only drawback you may find about having a PC is having to get used to the operating system, although MS-DOS 5.0 (which should come already installed on the hard disk) has a fairly easy-to-use "Doshell" with comprehensive on-screen help. In the decade that I've been adventuring I have progressed from a ZX81 to a BBC Micro, then an Atari ST and finally a PC which I bought 16 months ago. The step up from 48K Spectrum to a PC is a large one but there seems little point in stopping at, say, an Amiga if you can afford to make this leap. Check out magazines like Computer Buyer, Computer Shopper and PC Direct for hundreds of adverts and lots more information and if you can, try to find a local dealer where you can see running the software you are interested in.

I hope other readers write in with their views. Happy adventuring.

*

Thank you for your useful advice, Nell. I'm sure that, along with Steve Clay's letter, Alison will find it interesting reading. As will another reader (see Peter Clark's letter) who is also thinking of up-dating. (June).

From Steve Clay, of S. Wirral . . .

Allison Bailey asked for information on the various computers available - here are some of the things I've learned since buying an Amiga A600.

First off I would say she already has the best machine for text adventures. With the exception of the Infocom games there is little in the text field to set the pulse racing. The fact that Zork I takes up only 119K of a disc was a slight surprise. If you are looking at graphic adventures then the Amiga is well catered for. I've only played Kings Quest 2 so far and the graphics and sound were a real let down.

Word processors can cost as much as £100 but I've read recently of a licenceware disc from Deja vu (tel: 0942 495261) which, according to the Amiga Shopper review, offers most if not all of the features of WP's from commercial firms. The reviewer said he would be using it for his future work. The program is called POWER TEXT and Deja vu licenceware costs around £4 plus approx. 60p postage.

When you do buy your new computer, remember to get an extended warranty - vital with the costs of repairs being what they are. Tandy charged me £78 for an extra 3 years on my warranty.

The A600 comes with no BASIC as such although the workbench allows you to tinker around. A point which may be of interest is that the A600 series has been recommended for use in schools.

Another thing to note about disk based computers is that you have to back up your original disks. This means you'll need lots of blank disks. Don't worry - they cost around 60p each.

The major drawback with the A600 is the compatibility problems. This, as you can imagine, is a pain when buying software. Special Reserve (PO Box 847, Harlow, CM21 9PH) tells you in the NRG magazine which games do and don't work with the A600. No other mail order company does this from what I've seen.

I've just seen an advert for Amiga Format - there will be a word processor, SCRIBBLE, on the December issue coverdisk.

*

Decisions! Decisions! I'm glad it's Allison who has to make up her mind and not me! (June)

* * * * *

From Peter Clark, of 459 Bramford Lane, Ipswich, Suffolk IP1 5JH . . .

As a confirmed Amstrad 8 bit user, even I can see that the days of the 8 bit computers must be numbered. That being so, I have decided that a second computer of the 16 bit variety is the order of the day. No, I do not intend pulling the plug on my trusty 6128 and will continue to use it for both playing and writing adventures for as long as I am able. In the meantime, however, I feel that I must come to grips with another machine before the Amstrad dies on me and becomes part of the great micro chip in the sky!

I have decided that the Atari 1040 is probably the best for me as there is already one ST in the family so some utility software will be available.

However, what I would like is some help from any Probe reader with ST adventure experience.

I would be grateful for suggestions as to the best adventure software available for this machine, both commercial and PD, and also an Adventure Creator program. I believe that STAC is still available, but have not seen it advertised anywhere. Also in Gill Williamson's book "Computer Adventures, the Secret Art" a shareware package is referred to, called AGT (Adventure Game Toolkit). Has anyone had experience with this program? I would be most grateful if any reader with advice on the above problems would contact me.

*

Hopefully, at least one of our friendly readers will write direct, which is why I have included your full address, but maybe you will have second thoughts after reading Nell Shipman's letter, and decide to up-date even further! (June).

* * * * *

From Vince Barker, at present in Saudi Arabia . . .

The last few months since I moved out here to work became a little confusing as far as Adventure Probe went. Shortly after arriving here at the beginning of June I heard through the grapevine that Probe had finished, then received my June issue (via my wife at home and albeit a little late) and everything seemed quite normal. What is going on back in good old England, I thought. Now at last everything has been explained and Probe is still on the go to which I have renewed my subscription. For all the adventurers back home, I would like it to be known that I haven't vanished off the face of the earth but am stuck in the middle of the Arabian desert. If I had known beforehand that there was going to be so little to do or places to go in my spare time I would have brought my humble C64 out with me. Alas, that was not to be, but rest assured it will be coming back with me when I go on leave in January. I have already started collecting a few new games from Jack Lockerby and The Guild and am looking forward to getting back into adventuring next year. It is great to see so many new games becoming available for the C64 and to the people concerned I send my thanks. Anybody who may require help on C64 adventures can contact me at my home address (from January 16th - 25th) if you can wait that long and I will be only too pleased to help. I would also like to take the opportunity of publicly thanking everyone who has helped me in the past and in particular the likes of Mandy, Walter Pooley, John Barnsley and Dorothy Millar (with whom I still regularly keep in touch via Saudi/Australian post). I would also like to add that you are quite at liberty to publish my address here in Saudi Arabia just in case anyone wants to contact me for one thing or another. In the meantime good luck with Probe, as I, more than anybody, need it out here in the desert sun to stop me from going insane in this land of weird customs and lifestyles.

*

I don't have Vince's home address, but his Saudi address is:

c/o National Titanium Dioxide Co. Ltd., (Cristal)

PO Box 30320

Madinat Yanbu Al Sinayyah

Kingdom of Saudi Arabia

I think I'll send a Christmas card with some snow on it to this faraway adventurer - nice to hear from you, Vince. (June)



From Grimwold, of Someplace, Somewhere . . .

My, my, doesn't that 'Cockroach' get himself (*could be herself, Ed.*) worked up? Good Job us dwarves are a lot easler going, else all you adventurers would be wearing a lot more axes! Anyway, I thought I'd do my best to answer one or two of the irate insect's questions.

In regard to conversions, they do take place. Phillip Reynolds of Adventure Workshop (*see adverts elsewhere in the magazine, Ed again*), seems to be very busy converting adventures to the Amstrad, as well as to other formats. Although he does seem to be the only one, that I know of, who converts regularly to the Amstrad at least.

The Guld, as I understand it, transferred its stock of Amstrad titles to the Adventure Workshop to concentrate on the Spectrum market. The Workshop now sells tape and disc versions of Amstrad games (except for PAWed games, which are disc only) while The Guld could only do disc copies. The prices are the same, so perhaps 'Cockroach' should make a brief excursion from beneath his damp stone and send for a full list.

As to the sequels query, I can't answer that, although perhaps it mirrors the film industry in that having had success with one film or program, the writer decides to cash in on that and writes something with the same characters.

Good question about Zenobl (mention no names); one that I think only the 'fat old sod' in question can answer. It all seems a bit silly to an old dwarf.

I think Cocky has misinterpreted the ideals behind software writers and publishers. Perhaps the 'software moguls' in question existed in the early days of adventuring, and maybe today in the 16-bit sector, but with 8-bit games, the majority of games sell for around £2 on tape. Given the limited market for adventures anyway, there is very little money to be made. Of that £2, usually 50p goes in royalties to the author, which will barely pay his or her electricity used in writing the game, 50p will go to the publisher for advertising etc. and the remainder is given over to the tape and p+p.

If 'Cockroach' thinks that this sort of money keeps anybody in luxury, I'd gladly swap my modest mine for his place anytime! I've even had to put my gold hoard in hock to see me through the recession (you can tell it's getting bad when the dwarves start to complain!).

Better go - I've got a whole herd of dragons to kill before tea and this flexi-time that's been introduced to the dungeon take a bit of getting used to.

Possibly the 'Cockroach' is afraid to come out from under his stone in case someone picks it up and drops it on his head, or in case he gets stepped on by an angry dwarf! (June)



From Mary Scott-Parker, of Carlisle . . .

You have asked for comments on the new look Probe, so here goes. I've been putting off writing for a while now, because I have to begin with a criticism. My favourite bits of Probe seem to have gone. My three main areas of interest were as follows: a) The letters page, b) 16 bit coverage and c) Funny poems, articles and stories. I also enjoyed any 8 bit reviews that were amusingly written.

First of all, I was rather taken aback at the idea of a different letters editor. For me, the letters now lack the 'round the coffee table' tete-a-tete feel of Mandy's pages. By saying this I'm not criticising June's capabilities in any way, just making an observation that a three way letters page is not as cosy and intimate.

Steve Clay (letters page, August) was quite right in what he said about the lack of 16 bit contributions. Every adventure I've got has already been 'done' by someone else, although if required, I could send in different hints for these same, older adventures, like Dungeon Master, as new adventurers to the 16 bit games may appreciate them. Lastly, I am sad to see the funny articles and poems, which manage to cross the format barrier, severely depleted. Are they no longer in demand? Am I the only one who misses them? I'm still waiting, with bated breath, to see how the SOMA (Story Of Many Authors) begun in November will end. I thought the quality of the first two episodes was excellent and would love to be able to read on. I think as a punishment for setting such a high standard, the first two authors should be forced to write the concluding chapters between them!

Please find enclosed a little article on Black Crypt. Hints for this tough adventure are thin on the ground.

The quick answer to your criticism is a) no one wrote any letters, thinking that Probe was dead, b) stuff for 16 bit computers is as thin on the ground as hints for Black Crypt and c) you didn't send in any funny poems until "It's an adventurer's life"!

I thought this was hilarious and very clever - please let us have more of the same!

In this issue (if Barbara has room) you will see another version of Part 2 of SOMA, then hopefully someone will write the next part.

As far as the three way letters are concerned, the reason for this system is that Barbara (being a busy person with a family to feed and with voluntary work for the aged taking up a lot of her time - *(plus occasional playtesting, Ed)*) needed to off-load some of the extensive work that goes into producing a magazine. For my part, I was delighted when she asked me to take on the job and become part of the production team. This way, too, the editor gets a variation in viewpoint in part of the magazine.

I was very pleased to see your letter, Mary - this is just the sort of feed-back the editor is looking for. (June)



From Martin Bela, of Alvaston . . .

As my situation has taken a downward turn and money is a bit scarce now, I decided to save some money by not renewing any of my subscriptions. Then I started rereading some Probes from last year and I actually began to miss some of the regular adventurers (even the Gruel). I've decided that I can't do without Probe any longer, so here is my subscription.

Now for something completely different. I noticed the other day how little home-brew educational software there is available. "Is it too difficult to write?" I thought. "Are any utilities available for writing it with?"

Then I had this brilliant idea. An Adventure Creator could be used! Each 'location' could be a page of text; a lesson/question. Each question could be in the form of a multiple choice, with a correct answer taking you to the next 'location' and a wrong answer taking you back to the previous page to re-learn that part. A wrong answer may also take you along a different route to more fully explain the lesson. These selections could be in place of the usual N.S.E.W. directions. Some answers would have to be typed in (adventure style) with good use being made of the parser, although an essay is probably too much!

Good idea, eh? . . . Oh, well, just a thought.

•

Definitely a good idea, Martin. The 'Fun School' programs by Database Educational Software and 'Punctuation Pete' by Five Ways Software (both for Spectrum) are the only ones I have heard of, although I believe there are some for the BBC. Still, I would imagine there's room for a few home-grown ones. Mind you, I've always held that adventures themselves are educational anyway, in that they teach the use of imagination, logic and lateral thinking! (June)

• • • • •

From Tim Kemp, of Norwich . . .

Just received the latest Adventure Probe (Issue 77?) and can sympathize with your plea in the editorial for letters! They are hard to come by aren't they? That's why I turn the letters that are sent to FB into question and answer type affairs, i.e. I'll make my answers to the letters as detailed as possible which in turn helps to fill the letters pages out a bit.

While I'm here (and to help further fill your pages) I was in the process of reaching for my pen as soon as I saw last issue's COCKROACH CORNER (Soapbox, page 21, September issue).

As I was personally attacked in that column, I thought I'd vent my anger by writing some vitriolic rubbish in reply . . . something along the lines of: Well at least I'm doing my bit to keep the adventure scene going etc. etc. However, I decided not to write anything in reply simply because I feel that anything along such lines i.e. a 'getting it off your chest' page is asking for trouble. I'm sure I could get a lot off my chest, and so could many others who were slagged off (albeit playfully) in Cockroach's column, but it expends too much precious energy and hurts one's head into the bargain!



With Tim's permission, this letter has been shortened so as not to prolong the aggro caused by Cockroach's column, which evidently annoyed several readers. Given that the column DID engender a positive response, which possibly it was meant to do, I would hope that the wished-for positive response could also be encouraged by something which did not insult people who are doing their best to keep the adventure scene alive. After all, if Zenobl, The Guild, Adventure Workshop, From Beyond and all the authors and converters decided to emigrate, adventurers would be left in a sorry state! (June)

• • • • •

From Chris Wiggins, of Dagenham . . .

First of all congratulations to Barbara for taking over the editorship of Probe. I think it would have been a tragedy for such an excellent publication to disappear as so much hard work obviously goes into producing it each month. Although there has been a price increase of 33% I still believe it to be good value. When I first started subscribing (a couple of years back) it was £1.50 per issue so allowing for inflation I would have expected a price increase anyway.

On the subject of reviews I think it would be helpful to readers if some sort of rating system was used, covering such points as degree of difficulty, playability, etc. From Beyond has successfully used a rating system for some time now and speaking personally I find it most useful when deciding what to spend my money on.

I would also like to suggest that the contents page of Probe shows a list of adventures reviewed that particular month, giving the page the review appears on, together with the computer the adventure is for. Overall, though, I think the format of Probe is about right, with something of interest to most readers every month. To quote the old saying, "You can't please all of the people all of the time."

I personally buy Probe for the content on Spectrum adventures and I hope the magazine continues to support this machine. With the likes of Zenobl, Compass and others producing adventures from £1.99 I see no reason why the Spectrum should fade into oblivion just yet.

To change the subject - as well as being an adventure game fan I also enjoy solving logic problems of the type found in monthly magazines such as 'Logical Challenge'. Anyway, I thought I'd have a go at composing one myself (with an adventure related theme of course) and I have enclosed my effort with a step by step solution. (No peeking, June!)

Hopefully you will publish it in a future issue of Probe and maybe even offer a prize for the first correct solution opened at random?

Good luck for the continued success of Probe.

P.S. If readers like the puzzle I may be persuaded to do another one!

•

Over to you, Barbara, with the suggestions about the contents page - do you have room to do as Chris suggests. Your department, too, concerning the ratings system idea. Thanks for the puzzle, Chris - it is much more difficult than the one I sent to Barbara a couple of weeks ago. If she uses both, it will be interesting to see which one readers like best! (June)

An excellent suggestion concerning the contents page and I will implement it from this issue onwards. From Beyond has 3 'resident' reviewers and regular readers of F.B. know which reviewer has the same taste in adventures as themselves. It has always been the policy, up to now, for anybody who subscribes to Probe to feel free to submit reviews of adventures they have played. Many years ago Sandra Sharkey experimented with a scoring system, but it soon died a natural death. However, it may be time for a change, and I will include the suggestion in a future questionnaire. Your puzzle will be in the January issue. . . .
..-(Ed)

.....

From Jonathan Scott, of Londonderry . . .

Having read the September issue of Probe from cover to cover and enjoyed it thoroughly, I must congratulate everyone involved. Loved the seven pages of reviews and the continuing exploits of Grimwold, but I was mighty surprised at how one insect, namely 'Cockroach', could hit out at so many members of the adventure industry in one page! Balrog, Delbert, Tony Collins, Phillip Reynolds, Tim Kemp and numerous others all got a 'touch' from Cockroach's 660 or so words. Unlike me, Cockroach certainly doesn't waffle on! There are certainly a lot of questions that need answering (looking at his second paragraph!). I don't think I'll be the only one who'll want to tread on Cockroach if he attends the next Adventurers' Convention. The "numerous others" happen to be the adventure writers and converters . . . the ones who are writing sequels like Cockroach indeed, but what about the ones who are CONVERTING SEQUELS? Agh! Cockroach! Don't infest my kitchen or I'll . . . I'll . . . scream!

As a "converter" - not a Mormon who goes around people's doors converting them (not an easy task . . . a door's a door) - I must dispute Cockroach's "Not a conversion in sight" mentality. Tony Collins' catalogue is full of 'em and quite rightly, too. Converting other people's games is rewarding, takes less time than writing them from scratch (i.e. when from PAW on one machine to another) and usually the original version has been play-tested to remove all gameplay flaws. No more "How do I leave a clue so the player knows she has to MARRY MAGICIAN?"

Re Cockroach's remark that Balrog (or whoever) will despatch threats of legal action, Cockroach should note that J.W. and all other adventure moguls who have received a slagging have better things to do than sue a beetle-like insect who . . . Not again!

That was a big sentence!

Hones' y'honah! I didn't mean t' swipe yer hubcaps - I'd ne'er dream o' lettin' yer Porsche ha'e a col' head!!!

If the Cockroach isn't careful, someone might just call out the Pest Exterminator!

•

Oooer! If I were a Cockroach, I'd be shaking in my tiny boots! (June).





REVIEWS

THE LEGEND OF KYRANDIA

Reviewed by **The Grue!** on a PC



Deep within the ancient forests, the world of Kyrandia has long been known as the most magical of ancient kingdoms. The people of Kyrandia and the natural world were made partners in a plan of mutual care and protection. In return the land gave the people the Kyragem, as a symbol of this alliance.

It was the responsibility of the royal family to ensure the safety of the Kyragem and its magic powers. Years passed and abuse of the magical powers became common and the magic was being used daily, as a result the queen created the Order of Royal Mystics to prevent this. The years went by until Malcom, a friend of the royal family and jester to the court murdered both king and queen and seized the Kyragem. Kallak, leader of the Mystics was fortunately able to create a spell that prevented Malcom leaving the castle. He then left the castle with Brandon, his grandson and heir to the throne. He raised Brandon in a rural area far away from the castle and Malcom; now Brandon has reached manhood and would you believe it? . . . Malcom has escaped!!!!

You play the part of Brandon and it's up to you to thwart his wicked plans and regain the Kyragem, simple really!

The first impression of the game visually apart from nice graphics, is how similar it looks to a Lucasfilm game, but unfortunately it doesn't quite play as well. The player is led into the game quite nicely, with nothing too difficult about it, but once you've managed, with a little help from Herman to repair the bridge and move into the second part, things toughen up a little.

It's also in the second part that some of the flaws in the game start to appear. For instance, Darm tells you that you need to collect birthstones and place them in the correct order in a certain place. The only hint Darm gives you is that the first is summer - well let me tell you that the first stone that you need to put in is not a birthstone at all! Although the remaining gems are birthstones, the game gives no clue as to how you work the order out, and apart from the sunstone which is always the first, the rest are random each time you play.

Once you've sorted out the birthstones and completed a few simple puzzles, you find yourself in THE GROTTO!

The grotto is an underground labyrinth of dark passages, luckily there are light sources around but unluckily each light source lasts for only three moves. You might then have a choice of three or four exits, in one of them you will find a new light source, but if you choose wrongly and move into a dark location . . . instant death! The problem is the maze is so big, it soon becomes very boring being killed on such a regular basis. To enhance your frustration even further, the save and restore is painfully slow, in fact the whole game is slow even on a half decent PC.

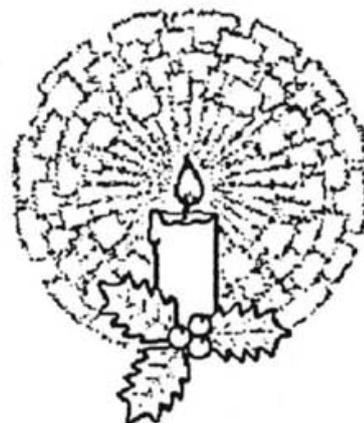
I bet you're wondering if there is anything I like about the game? Well the graphics are nice and the sound on the PC, although not brilliant is much better than the sound on the Amiga.

Eventually I managed to find my way out of the grotto, solve a couple of easy puzzles only to be confronted by the dreaded mixing of the potions part. Here you are really dropped in at the deep end and more flaws appear. I don't mind a tough puzzle if the solution is logical or if the player is given a hint or clue within the game but here the player is given no clue as to how or what he should use to mix the potions. So by trial and error I worked out how to mix potions, red flower followed by a red gem makes a red potion, blueberries followed by a blue gem makes a blue potion, but would you believe a yellow flower followed by a green gem makes a yellow potion!!

All the time I was becoming frustrated with the slowness of the save and restore, the fact that you can only carry 10-11 objects, the fact that you can't bypass the scene that you've seen before after a restore. Also you can have more than five saves but it only displays five - if one of your saved positions is not in the file window you can click on the up/down arrows to bring it into view. The trouble is that if you click on one of the arrows, it takes ages for it to come into view. So to speed up the save/restore you are in effect limited to about five saves and you end up overwriting each one just to keep yourself from falling asleep before you get around to playing the game.

It is a real pity that all the niggly bits overshadowed what could have been quite a nice game. The graphics/animation/sound were all very nice, the plot was nothing special but the system in my opinion needs a bit of tweaking. OH! one other thing that did annoy me was Malcom, if you are going to have a villain in a game, do you have to call him MALCOM?!

Minimum requirements for PC: 286 or better, 16 Mhz or better, Hard Disk, High Density drive, CGA graphics, Minimum memory 640K, Free RAM required 570K.



CORYA, THE WARRIOR-SAGE : DRAGON

Written by **Tony Collins**

Reviewed by **Barbara Gibb** on a C64

(This is the Commodore version, the Spectrum version was reviewed in January and the Amstrad version in September.)

You play Corya, a priest about to take the final test. You are wandering around the countryside of Tannen, and your presence has reached the villagers of Ermahal. A dragon has attacked them and nearly destroyed the village. As you approach the ruins the villagers are holding a prayer meeting in the partially destroyed great hall. They ask you to help them by killing the dragon, so you set out on the long journey to find it.

The puzzles range from simple to moderate. Exits are not often stated so you have to find most of them for yourself. The text is very descriptive. In fact you often get pages of it, which must take up a great proportion of the memory; this is how the storyline is advanced at a fair pace after you have solved half a dozen or so puzzles. I couldn't help feeling that the bits that were missed out may have been very interesting.

The storyline pulls the player along with it, so you find yourself immersed in the game, pausing only long enough for you to note the password. For the one drawback is the fact that this version is in three parts, which isn't too bad if you have a disc drive but a grave disadvantage if you only have a cassette player.

Corya is an excellent adventure for beginners, and also the more experienced who wish to play an adventure that may not take weeks to finish.

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

Spectrum version (2 parts) £2.50 tape £4.50 disc from above address.

Amstrad version £5 on disc only, from Adventure Workshop - for address please see advert elsewhere in the magazine.



THE DARK TOWER

written by **Jack Lockerby**

reviewed by **Barbara Gibb** on a C64

Maintaining his policy of adapting his adventures to other formats, Jack Lockerby's latest is *The Dark Tower*.

In this adventure you are a brave novice monk chosen by the Abbot to enter *The Dark Tower* and recover the items stolen from the monastery by marauding Orcs.

Your journey starts near a cottage. The owner is very reluctant to open the door. Access is your first main problem, and success should see you half ready to explore further afield. After overcoming a few obstacles such as a giant ladybird and a troll you reach the multi-level citadel of the title.

I suggest you explore and map out each level separately as you travel upwards from cellar to roof, as a certain amount of toing and froing is involved before you have recovered the stolen items. You will encounter some opposition in the form of a guard and his dogs, and groups of Orcs keep cropping up just when you thought you were getting along fine. Overcome them and you may get closer to the various treasures but not necessarily take them without further problem solving.

When you have collected all the stolen treasures, dash back to the forest where an act of kindness will see you safely home.

This is a faithful conversion using the Quill, with the storyline and 99.9% of the puzzles intact. The only minor, and not at all inconvenient, difference being that you have restrictive use of the bag. I won't go into details as that would spoil the fun.

I have played the adventure on three different computers and I've never been bored by it. In fact I thought I was so familiar I became overconfident and forgot to find a certain object which I didn't miss until I needed it much later in the game.

A beautifully crafted traditional text-adventure suitable for adventurers of any level of expertise.

Available from J. A. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL

£2.50 on tape or disc. Cheques/p.o. payable to J. A. Lockerby.

Spectrum version (reviewed March 1992) available from Zenobi Software

£2.49 on tape £3.49 on +3 disc.

Atari version available as Licenceware (see advert.)



THE GOLDEN LOCKET

written by **Keith Burnard**

reviewed by **Barbara Gibb** on a Spectrum

Sitting in your favourite chair watching a late Western on the telly, you hear someone say "PUT YOUR HANDS UP". Much to your surprise you notice that you are wearing cowboy gear and that three masked men are standing in front of you, holding guns. They search you and take the locket that you had bought for your wife's birthday.

The first man keeps the locket, the second, the chain and the third man, the photo! Laughing to themselves, they ride off. You decide to follow them and get your belongings back.

I know the Western storyline has been used before, but in my opinion this is the best. The sense of urgency is there right from the start as you are being chased by a bear; dealing with him could take a few attempts.

During the chase after the Walton Brothers (the three masked men who stole the golden locket of the title) I was amazed to count a total of 48 locations covering as varied a landscape as the storyline permitted. These ranged from rocky terrain, open plain, desert, an Indian settlement, a ghost town, somewhere called Tinsas City with a very mean sheriff, and another centre of "civilization" called Miss City with a real wild-west saloon, and my favourite, Walton Mountain. In addition to the Waltons there is also a good selection of characters that you meet along the trail and most have to be dealt with.

Puzzles are logical and never dull. You may get a few nasty surprises if you don't heed the warnings, but I'm not going to tell you what they are.

Written using Tom Frost's ABS utility (The Adventure Builder System) and a good working knowledge of Basic, the screen display is clear and the responses are quick. A complete set of instructions loads in before the adventure and I suggest you read them at least once.

Keith showed promise with Radiomania, and I think The Golden Locket is better. By the time he finishes his third adventure he should be in the same league as Jack Lockerby.

Available from: Zenobl Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX

£2.49 on tape. (Cheques/p.o. payable to Zenobl Software)



SOAPBOX

THE CASE OF THE C*****-UP CONTRACT!

- A WARNING

written by an extremely ANGRY Adventure Writer

Way, way back about a year or so,
Was the start of my tale of woe,
A writer of games this be my creed,
And a programmer and publisher I did need.

A meeting of heads and a deal was made,
My game and another would share the same tape,
Agreements as such should be built around trust,
Little did I know mine would crumble to dust!

Where is my quarterly information or cheque,
None have I received tho' it's written in red,
For nigh on a year I've had reason to fret,
Because that publisher his word has not kept.

Each time I've rang it's always the same,
"The cheques' in the post", an excuse, oh so lame,
And I wait many weeks twiddling my thumbs,
But - of course no cheque ever comes

The latest news I've had on my game,
Was through a section of Adventure Probe fame,
I was shocked and riled, my anger had risen,
How dare he do this WITHOUT my permission.

TONY COLLINS I write out your name,
I've not given you permission to convert my game,
That guy from whom you secured the rights so fine,
S** the git 'cos those rights are mine!!!

As for YOU Mr Games Publishing man,
You'll have no more games written by me for your 'scam',
It's too late now for your reaction,
'Cos against you I'm considering - taking some action!!!!

(This was sent in anonymously, but I am assured it is written by a subscriber - otherwise I wouldn't have considered publishing it. The SOAPBOX page is open to ALL subscribers and is available should anyone wish me to publish a reply. I'm not sure who told me about the Commodore conversions.Ed)

GRINWOLD'S FAVOURITE 5 ADVENTURES

1. Bounty Hunter - River
2. Test - Ken Bond
3. Treasure Island - River
4. Corya: Warrior-Sage - A Collins
5. Microfar Madness - Delbert the Hamster

GRINWOLD'S MOST HATED 5 ADVENTURES

1. Any Charles Sharp 'adventure'
2. Any Edmund Spicer 'adventure'
3. Dark Sky Over Paradise - Interactive Technology
4. 12 Lost Souls - Len Townsend
5. Island of Chaos - Tony Kingsmill

(Grimwold submitted the lists with no explanation for his likes and dislikes. Have you got a list or lists? If so, please send it/them in and I will be happy to publish - reasons (if printable) will be appreciated Ed)

COCKROACH CORNER

The latest batch of letters was a "mixed-bunch" to say the very least but one letter did catch my eye and for a moment or two I thought I actually had a cause to champion. It came from a programmer - one of those people responsible for writing the games that you and I seem so willing to squander our money on - though to be honest the letter would have carried more weight if the writer had chosen to reveal his/her identity, rather than to hide behind the cloak of anonymity. If what you say is the truth then why withhold your true name, or is that asking too much of today's people? (*Hunt!.....Ed.*)

The letter went on to inform me of the insidious manner in which they had been treated by somebody they insisted on referring to as "Mr.X" - some detective work of my own, of which I am more than capable of doing, revealed the correct initial more likely to be one that falls between the letters "G" and "I" but this is purely incidental to the matter in hand - and about the way in which "Mr.X" manipulated events to suit his own purposes. It seems that a contract was drawn up and signed prior to our "Mr.X" doing the necessary with the original database - it having been agreed that he should be the one responsible for actually producing the finished game - but that this agreement was not worth the paper it was printed on. The programmer detailed a list of various points that either "Mr.X" failed to comply with or simply chose to ignore, not the least being a reluctance on his part to come up with any hard cash in lieu of sales of the finished game. A game which incidentally the programmer insists was tampered with in such a way as to allow nice "Mr.X" the opportunity to take a "sly dig" at the head of another software house and somebody who it is well known that he has scant regard for. This, coupled with the fact that "Mr.X" had a great reluctance to abide with the conditions of the agreement and to pay his dues in regards to sales of the game and royalties due, led the programmer to confront "Mr.X", in public, and demand he cough up the ready. Some time later a payment to cover the first 100 copies of the game was sent to the programmer and for a moment it seemed that all was sweetness and light. However since then there has been no further payments and no further contact.

Now when I first read this letter my eyes lit up and I thought to myself - "Great, some good stuff to get my teeth into!", and then I continued to read of the various promises (all broken of course!) of "Mr.X" I really thought that here was a man worthy of my wrath and a damn good tongue-lashing. After all, anybody who continually resorts to those tried and tested old chestnuts such as "The cheque is in the post" and "It must have gone missing in the post" deserved everything I could throw at him.

However, the simple fact that our "Mr.X" had actually paid up for 100 copies of the game kind of knocked the wind out of my sails. Considering that the game was a "128K Only" game (Spectrum) and considering the present state of the market, I honestly think that our programmer was "Paid-Off", in the nicest possible way, in order that "Mr.X" could preserve some peace of mind. To be quite honest, I highly doubt if anything approaching 100 copies of the game have ever been sold and that our programmer should think themselves lucky to have received what they did.

Okay, "Mr.X" did not conduct himself in a manner befitting a person of his standing but he did at least have the bottle to pay for his peace of mind. So if "Mr.X" is reading this then prove me wrong by informing me and the rest of the world just how many copies of the game he did sell and if he has sold more than 100 copies, then let him get his cheque book and write a cheque for the amount he owes the programmer. A word of warning to him - the programmer state that according to a conversation they had with him, his "organisation" did not conform to everyday standards and he was quite proud of the fact that he did not declare either his income from the running of this company nor did he pay any dues to the taxman as a result of the monies he earned from the sales of games produced by this company. Well, if this is true, then let me just say that some irate person might just use this knowledge to gain themselves some "brownie-points" with the members of their local tax office. Nudge! nudge! know what I mean?

That old bag-of-wind from the county whose only purpose in life is to prevent Yorkshire slipping into the Irish Sea (Lancashire), wrote to me again - I must be costing him a fortune in stamps - and complained that the "blank" tape on the other side of "one-part" games was in fact a waste of space but could be used for saving your game positions on. All wise and good, but only of any use if you can get the flaming game to load in the first place, fatso. So cease the pathetic excuses and start putting something on the other side of the tape before I pull the plug on that pathetic little county of yours and let it sink beneath the murky waters of the Irish Sea.

I know I asked the question "Who needs another version of ARNOLD THE ADVENTURER?" but there was no need for Scott Denyer to go to the extremes that he did. It now seems that Scott has decided to wrap up the affairs of DTHS and concentrate on greater things. His excuse was that he could not spare the time but if you ask me I think it was more a case of "NO SALE" rather than "NO TIME". Was nice knowing you Scott but next time you come out to play just make sure you stay in the right league.

(Wouldn't it be nice if everyone got on well with everyone else! No aggro., no hassle, just helpfulness all the way. I wonder if you can guess what my New Year wish will be? I can appreciate Scott's position as I have seen the amount of project work students are expected to produce in their last two years at school. He assures me he will continue to write adventures. Hooray, I am delighted as I for one love the Arnold series.....Ed)

For those wishing to write to Cockroach, the address is:-

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





THE MIGHTY ATOM - Part 4

by Geoff Lynas



.... I invited Eric round (out of the goodness of my heart) to have a look at the Atom and replaced the handset of the phone onto the whatever-the-other-bit-of-a-phone is called. Barely had the thought (that I didn't know what the other bit was called) surfaced in my mind that a heavy, insistent pounding echoed down the hall. "Good lord, my old chum, you've wasted no time!" I said. "Brought my soldering iron," wheezed Eric brandishing what can only be described as, a soldering iron, under my nose, "you never know when you might need one," he concluded. But I knew!

Blood, toll, sweat and tears but not necessarily in that order (Winston Churchill eat your heart out) were evident in great portions but the Lego and the typewriter keys all seemed to be fitting together quite nicely. Smoke gathered in a thickening layer across the ceiling and Eric's linguistic skill became more evident as he talked to the components in words I didn't recognise. "GERINN YABASSAD", he encouraged a chip he was having a little difficulty fitting. But eventually Eric's cajoling and persistence paid off, the job was finished.

It was a grand job, no bits left over, no component forced into unsuitable orifices, no surface scratched and no screw threaded. A truly professional job costing far less than the £15 extra Acorn charged for supplying it already built! It looked perfect, complete in every way. All we needed now was a TV to plug it into and a cassette player to load the tape from! It was Saturday evening. Eric seemed very tired so he went home on the understanding that as soon as the other bits were acquired he would return to see it all in action.

Sunday was a long day that week but at least that gave me the opportunity to read the MANUAL. It was a very good manual, I think, which took you in easy stages from the eminently satisfying PRINT "HELLO" to being able to write a short adventure game! Fascinating stuff, I was lost by page 23 ('setting up matrices'). I didn't let that put me off!

More nonsense in a minute but first the news

The Acorn Roadshow has been travelling the country for some months now, in an attempt to part we parochials from our hard earned cash. On the 14th November it came as close to my little town as it was going to get so I popped along to Middlesbrough to see what was happening. The event was staged at a very posh hotel off a busy street which was off the main shopping precinct and if you didn't know it was there you wouldn't have known it was there! Once inside the hotel, the job of finding the suite that had been hired was almost as trying as finding the hotel. Eventually we arrived (my wife, my son and myself) and we logged in. I was a little disappointed to discover that Acorn were pretty much the only traders there. However, this disappointment evaporated as I wandered around and saw the range of material on display. Some A3010 machines had been set up with some fun arcade games for the kids to have a go at. I managed to persuade the attendant of one machine to load up my game, "The Survivor", so that I could make sure it worked on the latest kit. Thankfully, it did.

During the 2 hours that we were in attendance the place never really became over full. What an unexpected bunch those that did attend were. They seemed to fall into two categories; grand-parents and grand-children. Very few parents seemed to be there. I think the absentees were wise. One couple seemed to be having a thrilling time dealing with an early teens daughter who couldn't understand why they had come to the roadshow if they weren't going to buy a computer. Anyway, the new machines all impressed and the demonstration of the HCCS video digitizer was so convincing that my wife came away demanding that I order one immediately! Have you seen a CD-ROM device, hooked up to a decent computer, in action? It will leave your mind well and truly blown. An inspiring outing which did nothing to change my view that Archimedes machines are the best.

The down side of our visit to the roadshow was that we still had time to kill in Middlesborough while my wife bought some new togs. This gave my son, now converted into a gibbering computer junky, the opportunity of dragging me into Dixons for a fix. It was jumping. Every machine out was on display surrounded by potential customers and others like my son. There were Amigas, Ataris, Sega Megadrives/Game Gears etc. IBM PCs, CD Laservisions and A3010s. Chris (the boy) was lost! We prised him away from this Aladdin's cave some time later. It is three weeks since then and he still hasn't shut up!

Had the chance, by the way, of eavesdropping on a couple of Dixon's assistants giving some computer illiterate punters the benefit of their knowledge. Keep taking the courses lads!

I managed to sneak into the back of a Head Teachers' seminar at the local county computer centre this month. Being a school governor helped. What was said was of limited interest to the "Adventure Probe" reader but during the seminar an Acorn A4 laptop was brought out and put through its paces. At the roadshow I had picked up a leaflet concerning the A4 and had a read after the seminar. What struck me was that Acorn was pointing out that the speed at which the screen refreshed was too slow for arcade action-type games but was eminently suitable for playing adventure games! And it only costs £1300 plus VAT!!!

Meanwhile, back on planet Earth, another new magazine hit the stands since I last wrote: ROLE PLAYER INDEPENDENT which is full of the sort of things you might expect including software reviews by somebody called STORM. Sounds familiar. I got to keep my copy of this new magazine as yet another issue 1 appeared called BAD INFLUENCE which appealed to my son more. He is only 9! This magazine is a hefty £2.95 and weighs a heftier 10lbs (well it feels like it) and is the written matter to accompany the Andy Crane ITV version of Gamesmaster. Short on adventures I'm afraid. The December issue of "Acorn Computing" contained only the second text adventure review I have seen in an Acorn mainstream magazine in over a year. Fortunately, for me as the author of the game, it was very favourable. I might even sell a few as a result of it! Who knows?

Inkjet printers. If you are thinking of treating yourself to one this Christmas, shop around. I saw one advertised in "Computer Shopper" this month, a Fujitsu. Judging only by appearances, I could discern no difference between it and the Intergrex Beta Jet that I had only recently purchased. The design is quite distinctive too. The big difference was that I paid £189 plus VAT for the Intergrex and they were asking £349 for the Fujitsu!!! *(// ask you to do the shopping around for me when I am ready to buy a new printer.....Ed)*

Finally, a bit of news for all Archie adventurers out there with the good sense to read "Probe". Phillip Hawthorne (*a very nice man...Ed*), the John Wilson of Archie adventuredom, has just released a new game. A rare event! It is called Cyborg. It is a combination of an arcade game with an illustrated text adventure (stay with me) the stages of the game being interlinked with greater success in the arcade bits making progress through the text bits easier. For your money (a not untypical £25.95) you get 3 highly compressed disks containing 4 megabytes of graphics, 100K of music and sound effects and a very smooth games. Good luck with sales Phillip and don't forget - If I had a copy I'd review it!

Rats! I've run out of space. I hope Barbara can squeeze my competition in elsewhere. (*Below actually...Ed*) The prize, by the way, is a VHS copy of "Jumping Jack Flash", starring Whoopee Goldberg and featuring its fair share of computers.

Merry Christmas!

COMPETITION

In the October issue of "Adventure Probe" I began the saga of my life in computing. I mentioned searching through an Electronics catalogue to find a suitable computer kit. According to my article, listed in the catalogue was an Interossiter. I can now disclose that this claim is in fact false. There was no such item in the catalogue. However, an Interossiter has appeared in another electronics catalogue, courtesy of Hollywood! To win the highly desirable prize all you have to do is write in about 120 words and tell me what an Interossiter is.

High marks will be scored for humour rather than accuracy.

Please send your entries to: Geoff Lynas

(Interossiter Competition)

23 Coral Street

Saltburn

Cleveland

TS12 1DB

U.K.

Closing date Monday, 15th February 1993



Who's who at the London and Home Counties Meetings

drawn by Martin Freemantle



* * * * * 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.

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SOMA

(Stories Of Many Authors!)

*The idea was sent in by MerC (alas no longer a subscriber, I think) who thought it would be interesting and amusing. Readers were invited to submit their idea of how the story would continue, no one would know the course of the story nor the ending. The first one (by MerC) was published in November 1991 and the second, by Jim O'Keeffe, in January 1992. I don't know why, but no further episodes appeared. It wouldn't be fair to expect Jim to write the **whole** story himself, but I for one would have liked to read how he envisaged the follow-up. I invite readers to submit entries for the next chapter, stating which chapter it follows. May I suggest you reread the aforementioned chapters - if enough readers request it, I will be happy to reprint SOMA 1 and 2 in a future issue.*

Below is an alternative to Jim O'Keeffe's wonderful chapter.

SOMA 2

written by A. Reuter



... a Thermos flask. "Funny," the Traveller thought, "These haven't been invented yet!"

In this year of 1745, it would be another 97 years before James Dewar would even be born! Intrigued by its incongruous presence, the man carefully drew the flask from its half-buried situation. Holding it upright, after brushing off the dead leaves and particles of earth which clung to it, he carefully unscrewed the cup from the top.

Placing the flask on the floor, he examined the cup with intense care, from all angles. It was made from once-white plastic material, now badly marked with indefinable stains. In the bottom of the cup he could see traces of some green matter, which had hardened into unpleasant-looking blobs.

There was no mistaking the fact that it was, indeed, a Thermos flask cup - he had seen many of these, attached to their accompanying containers, during his visits to future eras, from whence he had culled many of the items of his equipment.

Having come to this conclusion, he placed the cup on the floor and picked up the flask. Making the mental observation that the stopper was tightly screwed in, he shook it gently, holding it up to his right ear.

It wouldn't have been any use holding it to his left ear, as he no longer had one after that momentous battle with the giant saw-toothed polyp, when he had barely escaped with his life.

The action of holding the flask to his ear reminded him of that encounter. He stayed still for a few seconds, savouring the memory of hearing the giant saw-toothed polyp running away in terror, screaming "MUM!" after he had brandished his ultimate weapon (a Vick Inhaler) at it.

Bringing himself back to the present with a jerk, he shook the flask again and heard a gentle lapping sound, like the noise of an incoming tide against rocks. Again he shook it, and this time, he detected a faint tapping sound, as if there was something vaguely solid inside it.

What could be in it? More of the green stuff which the cup had once held? Should he open it, or should he leave well alone? Having suffered indescribable damage to his pride and his well-being many times in the past, as a result of recklessly opening mysterious boxes, packages or containers, the man decided to give the matter some thought before taking any definite action.

Pulling a leather wine-skin from his back-sack, he sat down to drink and await a decision from his alter ego, which he always consulted before making any rash moves.

After swallowing several gulps from the skin, he felt his senses beginning to swim. Remembering that the mixture of sakl and ouzo which the skin contained was reckoned to be almost as potent as the well-known futuristic gargle-blaster, he hurriedly pushed in the cork and replaced the wine-skin in his back-pack.

Feeling braver now, he thought "Why did I worry about opening the flask? What could possibly be in it that could harm me? I don't have to drink it, after all, whatever it is!"

With that thought, he picked up the flask and tried to unscrew the stopper. It was too tight - he couldn't move it!

His agile brain immediately thought of a solution to the problem. Ferreting in his back-pack, he pulled out a length of rope which, although hair thin, had a super-tensile strength that he had depended on many times to haul himself out of deep chasms into which he had unwittingly projected himself.

Twisting the rope round the stopper and securing it, he looped a short length round a convenient boulder and secured that. Then, sitting down, with his feet against the boulder to get maximum leverage, he hauled on the flask with all his might.

As the stopper whizzed round and came free, there was an enormous explosion. The flask fell from his hands as a blast of air threw him out of the cave to land on his back on the sloping hillside. As he lay there, slightly stunned, he watched in awe as the flask rolled to the mouth of the cave, then out of it, in a softly flowing motion, the gentleness of which belied its eventual appearance, slowly oozed a

Answers for the Word Search by Doreen Bardon in the November magazine

GIANT	FISH	GOBLINS	ANT
OGRE	DWARF	PYTHON	RAT
DRAGON	ORC	WORM	SERPENT
CAT	DEMON	WIZARD	GUARDIAN
DOG	SPHINX	WOLF	SKELETON
MOUSE	PHOENIX	VAMPIRE	ZOMBIE
WYVERN	BALROG	UNICORN	TROLL
HARPY	FAIRY	BEAR	WARG
ELEPHANT	ELF	BEEES	SPIDER
SNOWMAN	GHOST	ROC	GNOME



UNOFFICIAL CONVENTION REPORT FROM THE MEGAPOINT'S CORNER

written by **Sharon Harwood**



The date is 23rd October 1992, the Third Annual Adventurers' Convention has begun OK! So it's one day early, but us "Essex Girls" just looove to have fun so we start at noon on Friday and make it last 'til early evening Sunday . . .

Pouncing on an unsuspecting Scott in that out-of-the-way Flitwick, we make terrific time until we reach the junction before our turn-off on the M6 where, 10 minutes away from the Hotel, we spend the next hour and a half waving to the people in the next car . . . well, Scott did anyway, we tried to look a little more grown up!?!)

Arriving at the Hotel, having taken a small detour around the next roundabout (even a bad navigator is better than none!) we find that the place is already teeming with those strange people we call 'Friends' Our first 'quest' in the Adventure-packed weekend is to find 'The Chinese' that everyone knows exists but no one seems to know the name of. Five of us leave the Hotel full of expectations and direct the first taxi towards China Town. The place was absolutely jam packed with Chinese Restaurants (now that is a surprise, isn't it?!?). We immediately give up on any hope we had of seeing the others and settle ourselves to a nice 'quiet' meal before returning to the Hotel and carefully re-arranging the lounge (you'd think they'd have it ready for us, wouldn't you?).

Eventually the whole place is throbbing with talk of Adventures and Computers. Tom Frost decides that, to save waiting for the bar to open tomorrow, he'll drink Saturday morning's ration before he goes to bed saves getting up too early and sounds like a good idea to me!

Saturday morning starts with a big breakfast of one cup of coffee and a lot of stomach churning as I watch what some of the others manage to put away, then it's straight to the Hall where an eager Larry is already set-up and raring to go! A few trips in the lift see the Megapoint's corner filling up, then, putting our plan into action, we manage to set up Larry's dud game and get Lynne and Anne in position. They sit there for about half an hour before we are able to persuade Larry that it's time the Competition began and we sit back and watch his face for the next 20 minutes

The place is filling up nicely and by the time I manage to turn away from Larry I'm shocked to see how many people have arrived . . . No Tom yet though!

People aren't putting their names down for the Competition so Scott takes the drastic measure of pouncing on the unsuspecting as they enter the Hall It seems to work but he becomes a little chicken when it's time to venture into The Grue's corner and, summoning all my courage (and gathering moral support), I put on all the charm and talk him into it (did better than Larry, didn't you Grue?).

An alarm sounds from the Megapoint's corner . . . Bob Adams has inadvertently (I'm not convinced!!) pressed the wrong key and reset the computer . . . he can't be persuaded to carry on from where he left off (gives it all away, doesn't it?).

Lunch time comes and goes (the money leaves with it!) while we worry about the state of the scoring. We've got three people with the top score of (a fantastic) 7 and start to envisage a tie-break situation. Luckily Gareth leaps to the rescue (nearly doing himself an injury!) with a copy of DOTME (the real title would take up half the page!) which is still in it's playtesting stage but will be perfect for a play-off!

Jackie Wright corners us and begins a conversation with the immortal words "If I ask you a question will you tell me the truth?". Smiling broadly (and knowing what's coming next) we agree and I stand quietly as Scott lies through his teeth and explains why Larry's game wasn't any different than anybody else's. I can stand it no more when he calmly tells her that passing the troll is simplicity itself "Just tell it to go away!!" I beat a hasty retreat . . . giggling all the way to the loo!

Relaxing a little we prepared to shut up shop so that we can watch Bob's knees shaking . . . shame he didn't wear shorts though! Gathering chairs we find ourselves a prime position and watch The Grue giggle his way from one end of the Hall to the other . . . and back . . . and forward . . . and back . . . until we've all got a bad case of Tennis Neck (there is such a thing . . . there must be!). Then it's our turn. We've already made it quite clear that Scott will do all the talking (and take the blame!) but the game is up as soon as we're called forward and Larry knows he's been had (thanks to Martin for the 'little trophy') . . . I would just like to make it clear that Lynne and Anne, sitting there innocently, were really the driving force behind the whole thing!

Returning to our contestants, we allow Larry a go at the proper game before commencing the play-offs and finally managing to separate the scores and produce a winner (well done, Mark!). Then it's time to extricate Margo from the computer and begin the lengthy job of packing the gear away . . . Gareth and I know why Scott's games don't load properly, don't we? He unplugs the PSU before switching the computer off!! Tut! Tut!

Things wind down and, determined to stay together, many of us prepare to meet in the lounge before deciding on our destination, booking a table (we're prepared . . . dib, dib, dob, dob, or something like that!) and organising ourselves into a convoy of taxis . . .

After stuffing ourselves silly (some of us, anyway!) we return to the Hotel where, fed up with the Opera group from last year, the Hotel have organised a Karaoke night . . . surely, that wasn't supposed to be a 'serious' band!?!

Eavesdropping on The Grue's Trivial Pursuit we argue over the answers and drink ourselves into stupors before putting our watches back and trying to convince ourselves that we're not totally 'cream-crackered' . . . Larry doesn't succeed and falls asleep in the armchair (with his eyes half-open). At three o'clock (it's only two really!) we finally agree that if we all leave at once nobody is going to miss anything (who said that Adventuring is an ADULT hobby?) . . .

Sunday morning arrives and breakfast looks just as unappetizing (that must be why Grue ate so much!). Nobody calls a Photo Session . . . I'd invented 'transparent matchsticks' especially for the occasion and was all prepared to sell them for £50 a pair . . . I'VE still got a photo from last year!!

So it draws to a close . . . a steady stream of 'walking computer equipment' makes it's way to the car park and the Hotel staff give a sigh of relief . . . 'til next year!!

Did anybody wake Tom before they left?

EXTRA-CURRICULAR ACTIVITIES AT THE ROYAL ANGUS

by 'a Fly On The Wall'

In the evening of Friday the 23rd of October, of the year 1992, a mighty battle ensued in room 505 of the above lodging house. A whole group of normally sane adventurers (if that's not a contradiction) congregated to fight it out on one of the best strategy/roleplaying games available; Lords of Chaos.

Dave Adams, playing under the name "Arky", Grimwold the Dwarf (Grimwold) and an amalgamation of players (Debby Howard, Dorothy Jones and Guldo) who used a name which is not suitable to print, challenged the U.K. LoC champion, The Balrog.

The no-holds barred fight lasted long into the night, with the trio's wizard dying first (Guldo was the only one of the three who'd played LoC before!). Next came Arky, who made a fatal error in walking barefoot across a river of lava! That left Grimwold and Balrog to battle it out. Finally, after quite a few hours, at 4 AM Saturday morning, Grimwold was surprised by a plethora of Demons and also an invisible Balrog, who proceeded to dice the Dwarf's wizard into itty-bitty pieces.

So, with a certain amount of regret, I feel it is my duty to announce to the Adventure-playing fraternity that The Balrog remains reigning U.K. Champion with LoC.

Beware, Balgy, next year won't be so easy!

I'M AN ADVENTURE-LOVER

written by Laurence Creighton

I'm writing this article as an adventure-lover. By reading this magazine you too must be of similar ilk; and there are several hundred of us, but alas we are becoming an endangered species, and if sales figures of games are a barometer of what's coming, I'd say bad days are ahead.

There has to be more of us out there - still in the closet - but needing the right moment to "come out". Just as WE zeroed in on the adventure aspect of computers, it is up to EACH ONE of us to recruit new folk. If one of us shows a new person what an adventure is, how it's played, it will not die on us.

It does not matter the person's age: they can be 8 to 80. Just as WE discovered it, so can they. Talk to your neighbours, let the youngsters (anyone under 90) show it to their parents (great idea if parents got to playing adventures while the kids are sleeping . . .). Fellow readers, if we DON'T do something, the scene is going to die. Only we can do something and we had better.

From where I write, (*Cape Town, South Africa...Ed*), I must own the last Spectrum - you don't even see it being sold in the papers any more. Those of you who can, go out and introduce what an adventure is. If someone would copy and distribute it (I know this is a pipe-dream) I would write a demo of how to play an adventure. (*An idea worth looking into...Ed*)

I beg everyone to take this article seriously; the scene is dying - only we can resuscitate it. Only we can enthuse about it, let's do it - if you each find ONE new player, it's a step in the right direction. Otherwise we're doomed.

(The following is a very interesting tale from the MCCC NEWS which is the monthly newsletter of the Melbourne Commodore Computer Club Inc. edited by Dorothy Millard. The article originally appeared in the GUG Connection NZ. Many thanks to Dorothy for passing it on.....Ed.)

CompuSpeak

CompuSpeak can often form a yawning chasm between computer buffs and non-believers. Language is designed to communicate but sometimes we find people trying to talk to each other in similar but different languages.

Of course, sometimes glibness and a superficial understanding of CompuSpeak can be an advantage, as shown by a wily major at a U.S. Air Force base.

The command headquarters was replacing old mainframes with the latest electronics. The new system worked fine at first, but then crashed. Engineers probed the new mainframes but couldn't find the source of the problem. They restarted it and it ran fine - for a few days. Then it crashed again; they still couldn't find the bug. This expensive, exasperating, and mysterious glitch remained for months, ruining elaborate programs that had to be started all over again.

Major S., who headed computer operations, now found himself the centre of unwanted attention. His boss, the colonel, attended all the staff meetings and whenever the system crashed (which happened every few days), the colonel's superiors made him painfully aware of the inconvenience the crashes were causing. After each staff meeting, the colonel always paid a call on Major S. to be sure he appreciated the colonel's unhappiness.

Major S. told the computer operators to call him immediately the system went down. A few days later they called him and he ran to the computer room. He heard an odd oscillating hum at the end of the room and went to investigate. Looking down a row of disk drives he saw a technical sergeant buffing the floor with an electric floor polisher. The major's eyes followed the power cord across the floor to where it disappeared into the open cabinet door of one of the new disk drives, where it was plugged into one of the auxiliary power receptacles.

"How often do you buff this floor?" he asked.

"Every few days, sir," replied the sergeant.

"Do you always plug the machine in here?"

"Always have, sir."

They brought the system up and watched it crash again as the sergeant squeezed the handle on the polisher. He'd found the problem, but he still had the delicate task of telling the colonel that months of being in the hot seat and thousands of hours of lost work were due to a sergeant polishing floors! A friend of his watched in apprehension as the major left to tell his superior, and was surprised when he returned an hour later, smiling.

"Didn't you tell the colonel?" the friend asked.

"Sure."

"Wasn't he upset?"

"Nope."

"What did you tell him?"

"I told him it was a buffer problem!"



NEWS

TV LICENCE

The Government's green paper on the running etc. of the BBC has recently been released. Geoff Lynas has written to me to point out that "one item that set the alarm bells ringing was a suggestion that alternative ways of collecting the licence fee could be brought in. The possible method that had me sweating was to levy the licence fee on EACH TV in a household rather than have the one licence cover the whole house. Apart from this leading to the demise of the portable TV industry I'm sure you'll appreciate the implications for the likes of you or I and our portable TV/monitors!! Peter Brooke, the Heritage Secretary, is supposed to be looking into alternative collection methods in the future. It would be nice if his mail-bag had one or two letters in it pointing out the dire consequences to home computer owners of this particular change. He probably isn't even aware that we exist! If you want to drop him a line send it to PETER BROOKE, HERITAGE SECRETARY, HOUSES OF PARLIAMENT, LONDON."

NEW SPECTRUM RELEASES FROM ZENOBI

Out now - "Murder - he said!" by Jack Lockerby (128k only), "The Beginning of the End" by Jonathan Scott (2 parts), "Project Nova" by Mark Cantrell (2 parts) all on tape £2.49 each, and disk £3.49 each. Also "Corporal Stone" by Jason Taylor and "The Golden Locket" by Keith Burnard, on tape only £2.49 from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX.

GRUE-KNAPPED! NOW ON THE ATARI AND PC

Nell Shipman has converted Bob Adams' adventure and I will review it in the January issue - yes! It **will** work on a **half meg.** Atari. In the meantime, if you can't wait until then, it is available from Fictitious Frobshire, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ for the very reasonable price of £3.00 - cheques payable to Nell Shipman. The PC and Atari versions are on the same disk but when ordering please state if you only have a single-sided disk drive in your ST.

TADS UPDATED

Nell Shipman has written to say that the latest version of TADS (High Energy's Text Adventure Development System) now has a multiple UNDO command, almost unlimited capacity to run even the largest games on small machines and a much improved Debugger plus many more features that non-programmers like me wouldn't understand. Expanded documentation includes a much-desired "Getting Started" chapter. At present only PC and Macintosh are supported but work is going ahead on making version 2.0 available for other computers. High Energy also have a Bulletin Board System devoted to TADS. This includes forums on programming, game design and game play (with hints, reviews and discussion of TADS and other adventure games), plus TADS shareware and game libraries and a general interest utility library. Contact High Energy Software in the USA by one of the following methods: by BBS [call (415)493-2420 setting modem to N-8-1], by CompuServe (user ID 73737.417, GENie (mail ID M.ROBERTS10) or Internet (73737.417@compuserve.com), or write to PO Box 50422, Palo Alto, CA 94303, USA.

S.O.G. (Spectrum Owners Guild)

Due to poor health and a broken agreement by the printers, Richard Pascoe has had to abandon the magazine, and refunds will be sent out. However, should the already-prepared first issue be printed, it will be sent free of charge to anyone who has subscribed. Richard sends his apologies to everyone. There is some good news though, as he still intends to operate the Secondhand Spectrum Software service (cassettes only). He has sent me a list of adventures available at the time of writing, with prices ranging from £1 to £2 for most adventures, the compilations and boxed adventures being £2.50 to £3, all plus postage. Write for a list, don't forget an SAE, to 127 Brampton Road, Newton Farm, Hereford, HR2 7DJ.

ATARI RELEASES FROM TOPOLOGIKA?

I've just received a leaflet from Topologika that lists their adventures as being in preparation for the Atari. This is wonderful news as I feared they had abandoned this computer. I have written to Brian Kerslake to ask if he can give me more detail, which I will pass on to you as soon as possible.

IN-TOUCH

Atari ST Software for Sale : STAC £8, Pawn £3, Jinxter £3, Blackscar Mountain £2, The Blag £2, The Adventurer £2.00

PC Software/Hardware: Are We There Yet? (3.5") and Puzzle Gallery (3.5") £12 each or both for £20. Fancy Mouse - PC/Microsoft 3 button variable resolution £15. Contact Nell Shipman, 1 Heath Gardens, Coalpit Heath, Bristol BS17 2TQ (Te. 0454-773169).

HELP WANTED

Robert Cleminson has written and asked me to publish his thanks for all the help the readers have given him concerning Ghost Town. However, all the help confirmed his own findings and he is still stuck! I am wondering if the Dragon 32 version could be bugged. Has anyone played this version to a completion? If so, please let me know, urgently. Thank you.....Ed.

PD SOFTWARE FOR THE AMIGA A600 from Steve Clay

Castle of Doom: Text/Graphics. The readme file on this disc is a list of excuses by the author and graphics artist. The game, apparently, is to show off the writing system, however you are then told that this game is not up to the standard you should expect from future releases and of course the graphics haven't been honed to perfection. I have spoken to three people who have played this and nobody has had a decent word for it. I've got one but Barbara wouldn't print it. (*A row of stars doesn't have quite the same impact.....Ed*). Avoid.

Advsys: I bought this one as an adventure creator. It comes with two games also, Colossal Caves and World. The second game is the better of the two in my opinion while the first is a straight caves rendition. By the way, the ADVSYS part of the disc is nothing of the sort as you require a separate compiler and from what I can make out a text-editor also. Games are okay, system useless.

GETTING YOU STARTED

THE STAR PORTAL



played by Barbara Gibb on an Atari

You start in the Martian desert, looking for the (rumoured) secret installation and the ancient artifact within - a random selective portal to the stars. You are trudging towards (you hope) the artifact. I(nventory) - a blue envirosuit and a compact ATD. EX SUIT and EX ATD before going W to where you can see a faint spot that could be the place you seek, but don't go there yet, instead go S and S to where the sand is piled in a drift. EX RAGGEDY SUIT (not in good condition), OPEN RAGGEDY SUIT and LOOK to see a key, human skeleton and contact lens). TAKE KEY, EX KEY, TAKE LENS, EX LENS, now return N and N before going W and W to outside a building with a small blue hole in the door. EX HOLE (for the key you have just found so) PUT KEY INTO HOLE and PUSH KEY. You are now inside the building, and the door is shut with the key on the outside. The environment seems safe, so you have automatically removed your envirosuit and ATD. As you are going to travel to unknown places you had better TAKE SUIT, WEAR SUIT, TAKE ATD and WEAR ATD before going S and W to the living area. EX DESK (may have storage area so) OPEN DESK, LOOK and TAKE FLASHLIGHT, TAKE BLASTER. Return E then go S and S to the south end of the large room. Here you see a cubicle, so go S into it. You are now inside the portal. SAVE your position (if you can get it to work properly, which is more than I can), then PUSH LEVER. You should be somewhere else, and OK if you remembered to wear the envirosuit and ATD.....

ESCAPE FROM MARS

played by Richard Batey on a PC

You start in the control room of your ship. LOOK POCKETS (you find a harmonica and lighter), DROP HARMONICA, GET HARMONICA, D (you are now in the engine room), GET NET, PLAY HARMONICA (you hear rustling), PLAY HARMONICA (you hear footsteps), PLAY HARMONICA (a martian walks into the room), GET MARTIAN (in what?) NET (you have now caught the martian). It is best to capture him as soon as possible because he likes to move items around in the game. He drops his helmet. OPEN LOCKER, GET OXYGEN TANK (you can now safely leave the ship and you can tell how much oxygen you have left by taking and looking at the timepiece.....)

THE VIOLATOR OF VOODOO

played by Alf Baldwin on a Spectrum

I (robe, boots, knife), NE, E, X BOAT, X MAST, GET SCROLL, X SCROLL, CUT SEAWEED, GET BLADDER, NE, X SAND, GET RING, X RING, WEAR RING, SW, W, U, U, SW, X BOULDER, CUT ROPE, NE, D, D, SW, W, X CORPSE, GET SEEDS, X SEEDS, E, NE, U, U, NW, NW, NW, W, W, W, W, SW, SW, W, SAY "HELLO"

ANGELICUS ANSWER

played by **Lorna Paterson** on an Amstrad

You start in a Spaceship. UNFASTEN STRAP, EXAMINE COMPARTMENTS, READ WRITING, PUSH UP, GET SCREWDRIVER, PULL DOWN (pistol is red herring), PUSH IN, GET GASMASK, PULL OUT, GET JEWEL, OPEN DOOR, N, (Oz appears)

GERBIL RIOT OF '67

played by **Lorna Paterson** on an Amstrad

You start in the Treatment Room. EXAMINE BODY, GET SYRINGE, S, E, N, GET PICTURE, S, E, N, EXAMINE JOHNSON, PUSH WALL, N, GET KEY, GET INK, S, S, E, N, OPEN FRIDGE, GET GARLIC, GET TOP, N, GET BLANKET, S, S, W, W, W, N, UNLOCK CUPBOARD, LOIN CUPBOARD, GET strip of COPPER

THE MINES OF LITHIAD

played by **Alf Baldwin** on a Spectrum

WAIT (Cavilan arrives and flies you to Kalam Wood), W, W, W, W, S, S, S, S, E, E, E, E, S, S, W, W, W, W, S, E, E, E, ENTER, X BED, GET LANTERN, LOOK UNDER BED, GET JUG, LEAVE, W, W, W, N, E, E, E, E, N, N, W, W, W, N, N, E, E, ENTER, X WELL, TURN HANDLE, X BUCKET, PUT JUG IN BUCKET, TURN HANDLE, TURN HANDLE, GET JUG (full of water), LEAVE, W, W, S, E, E, E, E, E, X MAN (dying of thirst), GIVE WATER (he gives you a glass phial), E, E, S, W, W, W, W, S, X RIVER, WAIT, GET SPADE, S, W, W, W, W, DIG, GET FLINT

DRAGON SLAYER (128K)

played by **Barbara Gibb** on a Spectrum

You start on a dusty track. Go E and SEARCH GRASS then TAKE SPADE, continue E, E, E, and EXAMINE TREE, READ NOTICE and CLIMB OAK tree. EXAMINE BRANCH and REACH IN HOLE (to find a hook). Go D and now CLIMB ELM tree, SEARCH LEAVES and EXAMINE NEST, TAKE TOP and EXAMINE TOP, D, W, RAKE LEAVES (need hook from the hole), TAKE ROPE and TIE ROPE TO HOOK. Now go E and S to where there is a Goblin preventing you from crossing the rope-bridge. SWING ROPE (with hook attached - you knock him unconscious. TAKE SWORD and go N, W, W, W, W, and THROW HOOK so that you can CLIMB ROPE to the ledge.....

CURSED BE THE CITY

played by **Barbara Gibb** on a C64

You start stretched on a rack. When you SCREAM a stranger enters and rescues you. TAKE CHALLICE and TAKE WINE, then EXAMINE TORTURER and TAKE KNIFE from his chest before going U the stairs and E into the garden. CLIMB TREE and go N along the branch, then D into the street. Go W and W into a temple, and N to beside an altar where the high priest Rasantal is lying on the floor. When he sees you he asks for a drink so GIVE WINE. Rasantal requests you to help him further and you must LIE ON ALTAR. He pulls some hidden controls and you are surrounded by flames and find yourself falling

HINTS AND TIPS

SNOW JOKE

played by **Barbara Gibb** on a Spectrum

Freeze to death - check the passenger seat.

Can't use the matches - simply carry them when you LIGHT BLOWTORCH.

Can't defrost the keys - you need a cup of boiling water (melted ice).



PRISON BLUES

played by **Simon Poxon** on an Amstrad

You need to make a balloon to get over the wall in the exercise yard - bin liner, string and gas canister.

To get over the river at the end you need a rope (made from straw) to tie to the tree branch then you can swing across.

MICROFAIR MADNESS (128K)

played by **Bernard Wood** on a Spectrum

Level 1 - Use curtains to catch frog.

Light and drop curtains to get calculator.

Dip dart in poison before throwing at Mistress.

The Hopplit - to escape, wear tights, throw tight then climb tights.

The Great Caravan Caper - Remove old clothes before wearing good clothes, then put old clothes back on.

Level 2 - Drop dead budgie, climb on robocleaner, jump off in rubbish dump. After opening the box go straight to chasm to catch lemming.

MORDONS QUEST

played by **Angela Allum** on an Amstrad

Climb the drain pipe, then go back into the house and meet someone. The torch will help you with the mist, the blanket with the quicksand.

Someone at sea needs the newspaper.

Leave the pearl till the aqualung is FULL.



THE DOGBOY - Part 2

played by **Jonathan Scott** on a Spectrum

The password is DESTINY.

Take a handful of blueness, redness and whiteness from the appropriate locations at the start. Drop each of these in a location with a different colour, now collect another three handfuls of said colours and drop each in a location so that all three locations are red, white and blue.

Listen to the mouse's voice when you need help (as long as you have freed him).

Examine the rack in the train carriage and take the case you find there.

Dig at the cave with the heart for a diamond.

At the crystal cavern, examine the track to notice several coloured levers. Pull each one in turn. Wait for the train to arrive after each. Once it has arrived after pulling the last lever, pull the pink one and enter the carriage. This is how you get through the fire falls.

MAROONED

played by **Alf Baldwin** on a Spectrum

Examine the sea at the start then wait for the dolphin to arrive and hitch a lift.

Use the ladder to reach the dangling rope.

Pray whilst carrying the prayer book from under the pew.

Talk to man under tree before he dies - what he says is very important, and his clothes will act as a disguise.

Move the mower in the shed.

Talk to the men and enlist their help in moving the (chopped down) tree and the boulder. Don't pay them too soon.

Prise the boards in the boarded-up shop. Search inside the shop twice.

Don't be in too much of a hurry to set light to the branch.

JHOTHAMIA 6

played by **Barbara Gibb** on a C64

Examine the door in the start location to find a map - needed when you leave the spaceship.

PRESS 4 to open the safe.

Make a paint brush - need hair, stick and glue.

Wear the anti-radiation suit to go N from the central cabin.

Paint the door in the corridor. Remove the cover on the light, remove the bulb (now an empty socket), you can now charge laser.

Paint the loose door and then weld it between the cabin and the airlock.

CASTLE OF TERROR - Part 2

played by **Barbara Gibb** on a C64

Knight prevents you from moving W from the library - press the skull and take a book to reveal a secret exit.

Stuck in the secret treasure chamber - strike the flint to light the candle, then put the book on the shelf.

Throw the rope to ensnare the spears of the Knights.

Spider bites you - swing the club.

Killed by Dracula - carry the cross.

Cut rope binding girl - the sharp knife doesn't work, you need the dagger from the dead adventurer.

Can't escape the dungeon - pour the ale from the tankard onto the fire to cool the pot so that you can move it to reveal a hidden exit.

NIGHTMARE 1

played by **Barbara Gibb** on a C64

Spray the spider then move spider to find a coin.

Wear blood tack to escape through the cat flap.

Climb the fence at the end of the garden so that something is thrown at you.

Climb bush to find a crowbar.

Go desert - but you must have a map.

Go tower, but must eat the vitamins first.

Having trouble with the nurse in the Health Spa - drop the cheese.

Cut truck (need oxy-acetylene kit and mask) then Go hole.



CHRISTMAS WEEK

written by Barbara Bassingthwaighte

<u>OBJECTS</u>		<u>USES</u>
Knife	Carve turkey with it.
Lamp	Wrap it up for a present.
Rope	Tie up intruder (Santa).
Sack	Fill it with toys.
Matches	Light candle and pudding.
Goblet	Fill it with whisky and gin.
Sword	Wrap it up for a present.
Pudding	Pour on brandy, then light it.
Red Suit	Wear it.
Black Boots	Wear them.
Crackers	Pull them to get motto.
Tree	Climb it to put star at the top.
Turkey	Cook it, carve it, eat it.
Tinsel	Decorate tree with it.
Candle	Place it on the table, then light it.
Trifle	Pour sherry into it.
Beard	Wear it.
Motto	Read it.
Brandy	Pour it over Christmas pudding.
Sherry	Pour it into trifle.
Gin	Pour it into goblet and drink it.
Whisky	Pour it into goblet and drink it.
Ribbon	Tie up presents with it.
Star	Place it on top of Christmas tree.
Paper	Wrap up present with it.
Drunkard	Put him to bed (if capable).



NOTE: This is not an adventure

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R.P.G. & STRATEGY
CHAMPIONS OF KRYNN : PART 5

as played by **Ron Ralmbird** on an Amiga 500



JELEK

Mapped on a 16 x 16 grid : 1st figure read left to right, 2nd figure read top to bottom

Map Ref. Remarks

- 2 - 15 Entrance - do not trust Skyla.
- 4 - 14 Armoury where you can buy weapons. Very expensive!
Get a composite bow if you have the money.
- 1 - 13 An Inn - but you can't rest here.
- 10 - 14 Skyla's ambush : a very tough fight.
When you are victorious, Mysellia will offer to join you. Accept.
- 3 - 12 Tavern - listen to the gossip.
- 5 - 12 Magic Shop - again, very expensive.
- 11 - 9 Entrance to Graveyard.
- 13 - 8 Old H.Q. Information is here.
- 13 - 5 Old gravedigger with information.
- 15 - 3 Here you may rest.
- 13 - 0 Entrance to safe house, providing Skyla is not with you.
Password is RUMOR is asked for.
- 11 - 9 Entrance to Burial Grounds.
Here there will be several encounters with the undead.
- 2 - 1 The silver rose bush. Pick the rose then get ready to fight Dragons.
- 1 - 1 Big fight with the Undead, but you will get excellent magic items,
such as Wand of Fireballs.
- 0 - 0 Exit.



DUNGEON MASTER The Alternative Guide

(Through the Round Window)

by Mary Scott-Parker



This is intended as a gentle guide for those whose idea of lateral thinking is Snakes and Ladders and for whom Snap is far too complex (yes ... we DO exist!). So, if you fit into this category, read on ... all you MENSA members can skip it.

When we first got our Amiga, Dungeon Master was recommended as a game "not to be missed" and enthusiastically we set about it, but after several comprehensive pastings, courtesy of the Ogres in the lurid blue outfits, on level 3, and after the emaciated party had starved to death more than a few times, we reluctantly conceded that perhaps a degree of intelligence would help.

Enter "Knight in Shining Armour" Paul Hardy, whose generosity is unbounded and who patiently set us on the right track without even a hint of condescension. So this is aimed at anyone on whose shelf Dungeon Master now sits, alone and abandoned, where it was flung in disgust, with the cry of "R.P.G's ... HUH ... You can KEEP them!" (or words to that effect). So, go on, give yourselves a treat. Lift down the box and blow gently to remove the dust.

Level 1 is the Hall of Champions and from this unlikely-looking bunch, ranging from Fozzie Bear's cousin to a close relative of Lassie you select your four champions. But fear not, while most wouldn't make the cover of Vogue (... Beano, maybe ...) they don't lack pluck. It's advisable to choose champions with highish mana points to begin with because therein lies their spellcasting ability. The characters with no mana points (even though they can gain some later) are, to be quite frank, a bit of a liability in a battle situation. They tend to let you down when you need them most. There are four skills, FIGHTER, NINJA, WIZARD and CLERIC and all the party members can master them all with practice. But, to begin with concentrate on WIZARD and CLERIC skills. Food and water are of great importance to the party and it may help to pick champions who already have food.

Torches, held in the hand, provide light for a while, but the best plan is to save them for emergencies and use the FUL spell to light your way. Click on the lowest power lever LO (just like a microwave really) and then FUL and the dungeon will get lighter. Do this constantly with all of the party members and they will gain valuable experience in WIZARD skills.

Remember to rest the party, to regain mana (click on the zzz button), and always carry spells ready primed so that they can be activated in an instant without loss of mana. Soon you will be rewarded by the message MERLIN (or Gandalf or Sid) HAS GAINED A WIZARD LEVEL. As you gain experience you will be able to progress in your abilities. Soon the party (or at least some of them) will be able to produce FIREBALLS by clicking on LO-FUL-IR. If a message tells you that ELVIS needs more practice with this WIZARD spell just keep the party practicing as they progress through the dungeon (just don't do it when facing a wall ... or you will severely singe your eyelashes ... or worse).

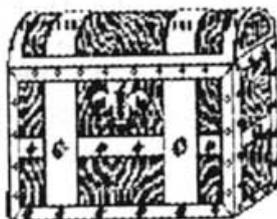
Perhaps the most important thing to remember about level 2 is that one of the wooden doors can be chopped down saving a gold key for level 3 and greatly improving the party's chances of survival. So before using a gold key, use a sword. Give it to anyone with fighting skills and keep hacking away. Clerical skills are very important to survival and the party must learn how to make healing potions. With a flask in hand, click on LO-VI to produce a health potion (a bit like Lucozade) and then try LO-VI-BRO for a cure poison potion, essential when you meet the dreaded, shark-toothed purple worms on level 4 ... come back ... they're not that bad ... well, alright then, yes they are!

Some enemies, like Screamers, leave food behind when killed, so make sure you kill them all and don't just try to sneak past them. Actually Screamers don't take much killing ... a few good slaps will do the trick or a swipe or two with a sword, improving NINJA and FIGHTING skills, but best of all practice FIREBALLS, because at the end of the level some rather neatly wrapped mummies will make mincemeat of the entire party in no time at all, unless you are fully prepared. If a party member dies, just pick up his (or her) bones and belongings and take them with you, because they can easily be resurrected at an Altar of VI, but better than that, save the game regularly, then after a bit of a pasting, you can re-load and re-do the bit you made a complete hash of. (Now wouldn't that be a handy little trick, if we could do the same in real life?).

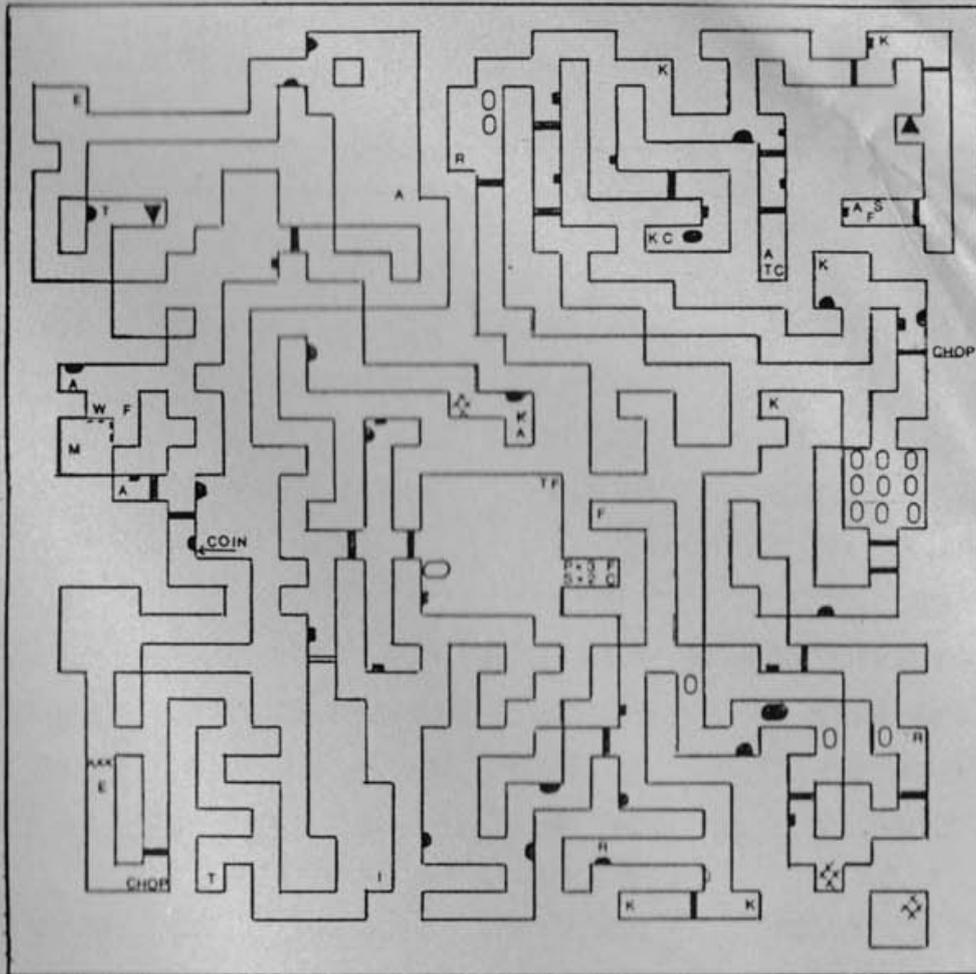
One of the delights of Dungeon Master is its monster-mashing doors. All doors with buttons can be lowered gently onto any monster unsuspecting enough to stand beneath it, imparting damage ranging from a slight headache to something approaching hangover proportions. Just remember not to step backwards after you activate the door button or the monster will be able to follow. If you stand still he will be forced to retreat in preference to having his spine shortened. Soon you will be able to advance to the next power level ... UM ...no, I haven't forgotten its name ... It's called ...UM! (the one for a slow casserole) and produce slightly bigger fireballs or more potent healing potions. Magic boxes are found in various locations and they can freeze monster life for a while, giving you the chance to either leg it to the safety of a closeable door, or to get in a few sneaky whacks, while the monster is thus anaesthetised.

As all the corridors in Dungeon Master tend to look a teeny bit samey, it's easy to get lost (turning around is usually enough to do it) so mapping is essential. It's not difficult, once you know what to do, but it is very time consuming, so to get you going ... here's one I made earlier.

Actually, I think the early levels of Dungeon Master are the hardest, not in any brain-stretching, puzzle-solving way, but because the characters are so feeble and vulnerable. However, this only lasts until you reach the Screamer Regenerator at the end of Level 4 and then all your problems are over, because this little haven can be used as a training school for the party. There is a never ending supply of food, water and straw-filled sacks (Screamers) for bayonet practice. Here you will gain levels quickly and you will be able to start level 5 with four Arnold Schwarzeneggers, instead of four anaemics with weak chests.



Dungeon Master Level 2



KEY

- | | | | |
|---|----------------------------------|-----|--------------------|
| : | SECRET DOOR | xxx | FORECEFIELD |
| | DOOR | K | KEY |
| D | FOUNTAIN | A | ARMS OR AMMUNITION |
| ● | PIT | F | FOOD |
| O | PRESSURE PLATE | T | TORCH |
| ■ | ACTIVATOR (BUTTON, SWITCH, ETC.) | S | SCROLL |
| ▲ | STAIRS UP | E | CHEST |
| ▼ | STAIRS DOWN | I | COIN |
| ⌘ | TELEPORTER | | |



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
ISLA DONALDSON	041 9540602	SUN - SAT Noon-12pm	Amstrad
BARBARA			Spectrum
BASSINGTHWAIGHTE	0935 26174	SUN - SAT 10am-10pm	& BBC
BARBARA GIBB	051 7226731	Afternoon & Evening	Spectrum
DAVE BARKER	071 7321513	Mon-Fri 7pm-10pm	Various
VINCE BARKER	0642 780076	Any reasonable time	C64
		(In abeyance until January 1993)	
MANDY RODRIGUES	0492 877305	Mon-Fri 10am -9pm	Various

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