

ADVENTURE PROBE

FEBRUARY 1993 £2.00
VOLUME 7 ISSUE 2



"Pass me the PROBE"

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

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England. U.K.

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HALL OF FAME

Many thanks to the following readers who have taken the time and trouble to send in contributions since the last issue:

Tony Collins, Dorothy Millard, John & Mandy Rodrigues, The Grue
 Jay Honosutomo, Janice Charnley, Phil Glover, Margo Porteous,
 Harold Dixon, Vicky Jackson, Frank Oliver, Sue Medley,
 Ron Rainbird, Mary Scott-Parker, Ron Guest, Grimwold,
 Geoff Lynas, Larry Horsfield, Jack Lockerby.
 Gareth Pitchford, Garry Marsh, Mark Walker,

Special thanks to Geoff Lynas who did ALL the work on the front cover, and then printed the whole magazine.

My grateful thanks also to Tony Collins, Garry Marsh and Jack Lockerby for supplying software for review.



EDITORIAL

Dear Readers,

This is my eighth magazine as editor, and I feel that Adventure Probe is now the main part of my life. My family get just as excited as I do when the magazine arrives from the printers. In recognition of my efforts Simon Avery has sent me a superb certificate to say that he has made me an Honorary Member of the Association of Fools, Idiots and Others. This entitles me to add A.F.I.O. Hon. Member after my name when signing letters, and to act in any way whatsoever, in a manner suitable to an A.F.I.O. member - that seems to put me in my place! Thanks Simon.

I'm sorry you received the booklet "Shades of Evil" by Frank Oliver without any explanation. I'd originally planned to distribute it with the February issue, but because of the Christmas holiday the January magazine was ready at the same time as the booklet, so I sent them out together. I think I should emphasize that NO Probe money was used in the printing of the booklet. I know Frank will be grateful for any comments you care to make, so please ring him on 0984 830713, or write to him c/o Mark Rose at the address on the inside front cover of the booklet, or to Tony at the The Guild.

For the next issue of Adventure Probe, the back page, the Telephone Helpline, will be redesigned, so if ANYONE can offer help, even for just a few hours a week, please send in the details of times and computers, as soon as possible. For a few months now I have been mulling over the idea of having a special correspondent for each computer. I thought they could collate interesting items of news about their particular computer and send it to me on a regular or irregular basis for inclusion in the magazine. Phil Glover already sends me information about the SAM Coupe and his own SAM Adventure Club, but it may not be practical for one reader to cover, say Amiga, someone else the Spectrum, etc.

Please let me know what YOU think, and if you wish to offer to either write a small column each month, or just send me any interesting facts you hear about, I will be most grateful. At the moment I always print all bits of news I receive. Sometimes I follow up something that may have been a casual remark in a telephone conversation or note, or even something I may have read in another magazine such as From Beyond, eh Tim!

Don't forget, I'm always looking for ways of improving the magazine, so why not put your thoughts and ideas into writing. You may send them to either myself or June - we love to hear from you even if I don't have the time to reply personally.

Over and out, 'til next month.

Barbara

Hon. Member A.F.I.O.





LETTERS

edited by June Rowe



From Margo Porteous, of Derby . . .

I liked the Christmas Probe, especially the very welcome index, and the supplement. I liked Sharon Harwood's "Unofficial Convention Report" and Peter Clark's in the October issue.

You were asking in an earlier Probe what we do with our Probes, so here goes - when it first arrives, I go straight for the reviews, in case there are any I've been thinking of sending for, especially to get an idea of the background story.

Next I look at the playing tips and hints to see if any of the ones I'm stuck on are mentioned. I think my favourite type of hint is the "Objects and their uses" and "Getting started" if I have a new game I can't get to first base with.

Then I skim through the whole magazine, and after I've finished the book I'm currently reading, read Probe from cover to cover before putting it with all the others for future reference.

In the September Probe you asked about the Grand Birthday Competition. I think the reason you didn't get many entries was that a lot of people, like me, thought that particular competition was no longer on. I seem to recall that it was in the issue before the letter from Mandy arrived, saying that Probe was folding, and that I was in the middle of doing it when the letter arrived. I didn't realize it was still on until the answers appeared in the September Probe.

I usually enter the competitions, unless they're very cryptic, which I'm hopeless at, or if the questions are for people with 16 bit computers. I don't send them in if I can't complete half of the answers or if the time limit is a bit rushed. Whether I send them in or not, I always enjoy doing them if I can, and I check the answers when printed.

P.S. for Peter Clark - my problem was the band. I couldn't hear the diminutive piano player because of the wailing in the background!

•

Well, Margo, you may not be too hot at solving cryptic competitions, but you're very good at writing cryptic postscripts! Lol Oakes' quiz (page 19 in the Christmas supplement) was also VERY cryptic, and I'm looking forward to seeing the thirty or so answers I couldn't figure out! (June)

★

If I run out of space in this issue, you may all have to wait until next month for the answers, which gives you time to have another look at the supplement.

I am already planning another supplement and will be grateful for any suitable contributions such as puzzles, quizzes, articles, poems, stories, drawings, and clipart (as Degas if possible for use in Timeworks DTP). (Barbara)

From Mary Scott-Parker, of Carlisle . . .

Thank you for printing my letter in December's Probe and for answering it so fully. Congratulations to you both for such a splendid December edition, a magnificent achievement. I take my hat off to you . . . well, I would if I wore one.

I'm delighted to see that SOMA is to be continued at last (the poor Traveller has waited quite long enough to find out what is to befall him.) I was going to submit an entry after the first episode, in fact I had begun to write it. Writers, as you know, are given the advice "Stick to writing about what you know" so I did. Thus the Traveller put on a Status Quo CD, spring cleaned the cave and hung some fresh curtains, pausing only at 11 o'clock for a cup of tea and a Kit Kat. Then he walked the dog to the corner shop and nipped in for a loaf. It was when he was wondering if he should grill some sausages or open a tin of beans for lunch that I began to wonder if the story was losing a little of the excellent atmosphere woven by the first author (and carried on so well by the second), so reluctantly I abandoned it. Carry on with the good work

Incidentally, that reminds me that I had an idea - if you could have a SOMA, could you not also have a POMA (Poem Of Many Authors)?

Not quite such a demanding exercise - how about the following for the first verse?

I wandered lonely as a Grue.
In caves of darkness underground,
When all at once I heard a noise,
A strange and unfamiliar sound.

★

Love your sense of humour, Mary, and your first verse for the POMA. Please will any budding poets among Probe subscribers send in further verses? In any format: limerick, quatrain, or couplet and not necessarily in the style of Wordsworth!

Here is my effort for the next bit!

Was it a squeak?
Or was it a creak?
Dare I still seek,
Or am I too meek?

In the deep caves of Ormskirk,
Where Grues and "abnorms" lurk,
I peered through the dark murk
And clutched tight my sharp dirk.

Who or what is our adventurer going to find? (June)

★

From Ron Rainbird, of Holmes Chapel . . .

Thanks very much for the Christmas edition of Probe and for the extremely well prepared supplement. I was especially pleased to read the letter from Steve Clay - I should have said article. I have been a devotee of Terry Pratchett since the publication of his first Discworld novel "The Colour of Magic", since when I have bought each book in this series as soon as they are available in hardback. In fact, he is the only author I buy in this format. Others I wait for the paperback editions. If Steve has read "Witches Abroad" by now, I'm sure he will say that it is one of Terry Pratchett's best. "Small Gods" is the only title I was not so keen on; it seemed to move very slowly and somehow lacked the exuberance of his other discworld stories. However, his latest, "Lords and Ladies" which I am about halfway through at the moment, is right bang on form.

Regarding the "RPG/Strategy" section, I would fully agree with dropping the title (*a suggestion I put to Ron a few weeks ago, and now implemented* - Barbara). I feel that current non-RPGers may carry on reading if there is no "mind road-block" when they arrive at that section. Perhaps if they read on and learnt more about these games, they might be tempted to try them. Anyway, for some time I have not agreed with the classification RPG because to a certain extent all adventure games, be they text or otherwise, involve the player to such a degree that he or she assumes the role of the central character. After all if puzzles are what players are really after, then a game such as CONQUESTS OF CAMELOT contains as many, if not more, problems than many top-drawer text adventures, with the bonus of fluid and eye-pleasing graphics, and there are several more such excellent games that I know of.

At present, my type of game is very thin on the Amiga ground. Several so-called RPGs are available, such as CURSE OF ENCHANTIA (*see review in this issue*) and LEGEND OF KYRANDIA, but I have seen them in so-called "action" and they seem very slow. Probably hard drive owners would find them more fluid in movement, but even so, the puzzles have very obscure answers. At Christmas I was bought LURE OF THE TEMPTRESS and I can make very little headway after escaping from the opening scene - a dungeon - and it would appear that all I have to keep doing, in the early sequences anyway, is to hold conversations with lots of people. This I find very boring, so the game is being relegated for the time being to the "pending" cabinet. I am really waiting for MIGHT AND MAGIC 4 and CRUSADERS OF THE DARK SAVANT, but Lord knows when these will become available for my machine. If I could only win a few thousand on Premium Bonds, I would switch to a PC, which has a wide variety of RPGs. Of course, if Mr. Major decides to increase pensions to a three figure sum weekly in pounds, I won't need the bonds. So who is dreaming?

To propitiate the hungry masses of Probe readers who are interested in RPGs (all dozen of them) I enclose the following:

Guide to CURSE OF THE AZURE BONDS part 2

Guide to MIGHT AND MAGIC 3 part 3

Guide to CHAMPIONS OF KRYNN part 15

Guide to GATEWAY TO THE SAVAGE FRONTIER Parts 2 and 3

Wishing you all the best for 1993 - may Probe continue on its present excellent course.

Don't want to argue with you (and Steve) but I have to say that after hearing an enthusiastic recommendation of Terry Pratchett's books from a friend, I took out "MORT" from the library and was disappointed with it. It was (like the curate's egg) good in parts, and occasionally raised a smile, but in the fantasy line, I find David Eddings more readable.

On the subject of RPGs (or whatever devotees decide to call them) I wish someone would define these! I agree that every adventure is an RPG in that the player takes on the role of the central character, so what would you call Melbourne House's LORD OF THE RINGS, where the player can "become" one of three (or was it four) characters? Or St. Bride's SILVERWOLF, where the player can "become" Uisce or Thunder to make use of their various talents? Or Tom Frost's DOUBLE AGENT, in which the player alternates between being Agent 1 and Agent 2? Should these be referred to as Multi-RPG?

I am anti-RPG in that I usually prefer only one character doing things (apart from the characters who appear only to give objects in return for others) but having said that, DOUBLE AGENT is now in my top ten list and SILVERWOLF was very enjoyable.

You may not be familiar with these, as they are Spectrum games, but I hope you will see my point.

However, what I think of as RPG is the sort of game where the player has to choose maybe three or four companions from about ten available - I played a game like this once, by accident, and soon tired of it, because I wasted hours of playing with a wizard in my party, when I should have had a thief!

So - what exactly is an RPG?

Last word - I'm a pensioner too, and it's a nice dream! (June)

From Mandy Rodrigues, of Llandudno . . .

I have really been enjoyed Probe lately, especially the December issue with the supplement - what a nice Christmas present! I think Barbara is doing a fantastic job as editor. Her own unique style is coming into Probe like a breath of fresh air. They say that a change is as good as a rest and I think the change of editor was good for Probe. I have enjoyed each and every one of the contributions that readers have sent in (bar one) *IN COMMON WITH LOTS MORE READERS (JUNE)* and I look forward to each and every issue arriving on the doorstep.

Before I close, I would like to take this opportunity of thanking everyone who sent me Christmas cards. It was fantastic to see that so many of you hadn't forgotten me. I wish that I could have sent each and every one of you a card in return, but unfortunately, without Probe to pop them in, I just couldn't manage it. So now I wish each and everyone a really Happy New Year.

★

I'm sure I speak for a lot of subscribers when I say we wish you a Happy New Year too, Mandy, and a better one than last year when circumstances forced you to give up the editorship of the magazine which you had produced so successfully for four years. (June).

From Ron Guest, of Sheffield...

Is it possible to print a wiring diagram for +3 DIN to SCART connection for television with SCART, or can any reader help? I have tried to get a lead made up commercially without much success.

★

To my uninitiated ears, this sounds like double-Dutch, Ron. I hope that a clever, electronically-minded reader will oblige, and would someone tell me what SCART is, anyway? (June)

★

I wrote to Ron a few weeks ago and suggested he contact the following company who specialize in making leads. I don't know if they could help, perhaps someone else can suggest a supplier.

Trilogic Ltd., Unit 1, 253 New Works Rd., Bradford, BD12 0QP (Tel. 0274 691115).

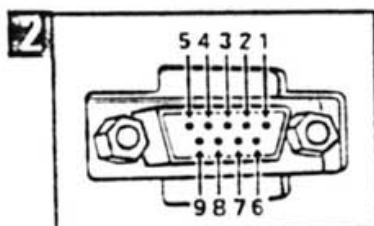
If this fails, you could try:

Microsnips Ltd., 2 Acacia Grove, West Kirby, L48 4DD (Tel. 051 625 9199)

I have reproduced the DIN (round) diagram from my Spectrum manual and the SCART (D-shaped) diagram from my Philips monitor manual which at least show what the connections look like (Barbara).

★

Pin	TTL RGB	Analog RGB
1	Ground	Ground
2	Ground	Ground
3	Red	Red
4	Green	Green
5	Blue	Blue
6	Intensity	Fast blanking
7	Not used	Composite Sync.
8	H. Sync.	H. Sync.
9	V. Sync.	V. Sync.



RGB		Pin	Signal	Level
		1	Composite PAL	75 Ohms 1.2 Volts pk-pk
		2	0 Volts DC	
		3	Bright output	TTL
		4	Composite sync	TTL
		5	Vertical sync	TTL
		6	Green	TTL
		7	Red	TTL
		8	Blue	TTL

Grimwold explains his reasons for his favourite/hated adventures (see page 19, Dec '82)

Grimwold's Favourite 5 Adventures

1. Bounty Hunter - River

Superb puzzles, excellent plot, very well written. Slightly flawed in my version by some typing mistakes and several minor bugs but this still doesn't spoil a brilliant game.

2. Test - Ken Bond

Very linear line of puzzles, all of which are superb and really stretch the grey cells. Very well written and includes very original problems.

3. Treasure Island - River

Surely the best adventure based on any book. Treasure Island is a superb book and this adventure contains all the major characters all of which retain their own charisma.

4. Corya: Warrior Sage - A Collins

Another linear type of game, written very well. The text is very descriptive and leads you through the game.

5. Microfair Madness - Gareth Pitchford

Bears similarities with Bounty Hunter in that it is slightly bugged and has many typing mistakes. *(Which format is this? Not the Spectrum one, I hope...Ed)* Wicked humour and good puzzles make it very enjoyable. Pity it's so hard!

Grimwold's Most Hated 5 Adventures

1. Any Charles Sharpe "adventure"

Abysmal graphics, terrible puzzles, all over BAD! Totally illogical mapping where you go south, try to return north and end up miles away. Too many red herrings which confuse what are basically very confused games anyway. Perhaps the saddest problem with these games is that they were commercially sold and probably put off many budding adventurers for life.

2. Any Edmund Spicer "adventure"

Apalling spelling, pathetic parser and no puzzles of any substance. The worst use of PAW I have ever come across. Even by PD standards, the games should be deleted from the face of the earth.

3. Dark Sky Over Paradise - Interactive Technology

As with other "Interactive Technology" games, logic plays no part at all. Written with GAC, it is even slower than most, being randomly arrested for no reason, random messages sometimes fill the screen up so you cannot read the description.

4. 12 Lost Souls - Len Townsend

Seemingly, every two moves you find a sudden death. Enjoy this if you can, but I doubt you could. Masochists only.

5. Island of Chaos - Tony Kingsmill

Medium puzzles and the worst graphics ever seen on the Quill. I started in what I thought was a small, brightly coloured room, with two lampshades - when I read the description I was apparently on an island! The "lampshades" were, in fact, two palm trees!

REVIEWS

DARK SEED

Cyberdreams - RRP £34.95 (Amiga) - £39.99 (PC)

(Icon-driven graphic adventure)

Reviewed on the PC by Nell Shipman



I first appreciated the macabre artwork of H. R. Giger when I saw the movie *Alien* way back in the late seventies. This was followed by a pictorial interview in an early issue of *Omni* magazine from which it was possible to take a rather more leisurely look at the artist's esoteric style. Now comes the chance to view some of his work from another perspective by way of the game *Dark Seed*.

Mike Dawson (coincidentally one of the adventure's creators) has earned enough from his years as Chairman of a large agency to take time out and do what he has always wanted to do - write. So that he can concentrate he looks for, and finds, a secluded old house. But all is obviously not well when, in the introductory sequence, you see the gruesome sight of an alien embryo being implanted into his brain!

When the game begins you (playing the part of Mike) have no knowledge of this and wonder why you wake up from your first sleep with a splitting headache. You take something for it and decide upon a bit of exploration before you settle down to put pen to paper.

You don't get far before the front doorbell rings and you are presented with a package bearing a doll. Briefly, and to the accompaniment of wonderfully atmospheric music (which plays throughout the adventure as do other sound effects and speech), this takes on an alien appearance. Wandering round the house reveals a number of interesting things. What, for example, is the significance of the mirror in the living room and why did the previous owner appear to have drunk the cellar dry?

Out of doors you can travel as far afield as a cemetery in one direction and wonder at all the graves and the Tuttle mausoleum. The local town with its police station, food store and library can be found in the opposite direction. These locations will give you some ideas as well as pose further problems.

So far all the action will have taken place in the Normal World which is displayed in high resolution 16 colour VGA graphics. It is not until the next day that you are able to view the Dark World with its equally hi-res, more monochromatic renderings of Giger's vivid imagery. The contrast between the two distinct worlds is striking.

All movement takes place in the graphics window which occupies the top two-thirds of the screen. This is bordered in the Normal World by heavy Victorian drapes and in the Dark World by Giger-esque necks and mouths. The bottom third is reserved for the somewhat stark text output in response to your actions and other happenings.

Moving the cursor (which can be controlled by mouse, joystick or keyboard) to the top of the screen shows your inventory and this always contains a disk icon for accessing the game's controls.

The cursor is intelligent and will change its display when you cycle through a number of options with the right mouse button. The interface is intuitive and you will quickly have Mike moving around, examining and manipulating things.

The adventure takes place against the clock but there is usually plenty of time to get everything done. Time can be advanced quickly by pressing the 'T' key and you will almost certainly want to make use of this feature over the game's three days' duration.

While much of the gameplay is fairly open it is still essential to carry out certain tasks on certain days else you will be in for a particularly gruesome ending without knowing why. It is useful to save your position before going to bed each night just in case there is something that you could go back and do on that day which would allow you to make progress on the next. The adventure is far too linear in this respect.

A lot of the animation like Mike's climbing, drinking and so on is very fluid and this has been achieved by using videotape of live actors. Regrettably, though, the central character needs to approach some things from just the right direction otherwise he will spin round on the spot like a whirling dervish or, in extreme circumstances, take a walk across the other side of a room and return to his original position! Cyberdreams must address this problem before their next release.

But even with its faults, Dark Seed is well worth taking a look at if only to see some of Giger's work. The artist himself was consulted during the game's creation and he made many useful suggestions. His brilliant synthesis between flesh and machine, producing his well known, unique, biomechanical style, is wondrously disturbing. The mere thought of it is enough to send shivers down your spine long after you've finished playing the adventure.

Minimum system requirements on the PC are 14Mb free on your hard disk and VGA graphics running on a 12MHz 286 with 640K RAM (596K free for AdLib or Sound Blaster modes or 583K free for PC speaker mode which doesn't support music).

* * * * *

I have published this and the following three reviews, all sent in independently, because although the databases of Dark Seed could be different Neil and The Grue! seem to have come to a similar conclusion. Unlike the two reviews of Helvera - Mistress of the Park, which, although played on different computers, the adventures are identical, yet the reviewers have come to very different conclusions. I don't know if I will always have the space to publish more than one review of the same game in the same magazine but I may publish a second or even a third in subsequent magazines. Gareth Pitchford, unaware that I had already published a review of the Sam Coupe adventure Days of Sorcery, sent in an excellent two page review which I would have liked to publish, and may still do, space permitting. In case anyone is wondering, he confirms everything Phil said in his review in the January magazine. (Barbara)



DARK SEED

Reviewed by The Grue! on an Amiga

I was really looking forward to this game but when it first appeared on the PC and I saw the rrp of around 50 quid, I decided to wait for the Amiga version which was much cheaper. You play the part of Mike Dawson, an aspiring writer who buys a strange old house. Soon after moving in Dawson begins to have these terrible nightmares and the most intense headaches.

It appears that he has an alien embryo implanted in his brain, how it got there I'm not quite sure? Anyway the story unfolds and you soon find an alternative alien world, which mirrors your real world almost identically. As you open a door in your real world, a door also opens in the alien world and it's by careful interaction between the two worlds you can solve the game.

The game is very linear and in fact a huge disappointment, the puzzles are not very taxing at all. Although you have three days to solve the game, you will spend a lot of your time pressing the T key which will advance the game clock. You could almost complete the game in one day, except that three items are delivered to your house on each of the three days. It's only the waiting for these items to be delivered which makes you use the three days.

The graphics are quite good in the real world and exceptional in the alien world, but the animation? Well it is quite smooth but often when you want Dawson to examine something, he will almost walk out of that location and return to his original spot and then examine it. Other times he spins round like a ballet dancer, when he only needs to walk a straight line.

The Amiga version comes on 7 disks and disk swapping becomes quite tedious as you travel constantly from your world to the alternate one. Fortunately, once you have swapped a disk the access time is not too bad and the delay is not much worse than most games of this type. The real trouble is that the content of the game is very weak and Cyberdreams would have been better to spend a little more time on the gameplay. With 7 disks you'd think this game would last a while but it's not the case, obviously most of the disks are just full of graphics and not much else. I think I used disk No.7 only once in the whole game. The text is also very terse, examine a brick and the game responds . . . you see the brick.

The ending is also a huge disappointment, when Dawson utters the words "Now I'm beginning to understand". Well, I'm glad he does because I certainly did not.



HELVERA - MISTRESS OF THE PARK

Written by Bob Adams

Reviewed by Mandy Rodrigues on a PC

When I received Helvera I was delighted - It isn't often that you can find a decent text adventure for 16-bit machines. I'm glad to say that I wasn't disappointed with it either! Before I give you any more comments on the game I had better explain the plot.

You have been visiting a lovely park that you've not seen before and you have had a fabulous day picnicking by the lake in the sunshine. But now evening is drawing on and everyone else seems to have left already, so you begin to pack up your gear and head for the exit. As you do so you notice that a grey mist is rising from the lake causing you to have difficulty seeing properly in the gathering gloom. You blunder around towards the exit when suddenly you run slap bang into an invisible barrier that seems to mysteriously enclose the whole park. You soon realize that you are trapped inside it! The grey mist is turning into a thick choking fog and darkness is descending rapidly. Suddenly there is a flash of lightning and you notice that the park-keeper's house, just to the north, seems to have changed somewhat and appears rather more like a gothic castle than an ordinary house. You just have time to surmise that your eyes must be playing tricks on you when you find yourself fighting for breath and clawing at your throat as you gasp for breath. Within moments you pass out.

You awake some time later to find yourself chained to a wall in a slimy dungeon. By the flickering light of a flaming torch you see the most voluptuous woman that you could ever imagine. This is Helvera - Mistress of the Park. Helvera needs someone to perform a little task for her and, if you agree to do this, you may hope to gain your freedom. You soon realize that it will not be an easy task as Helvera purringly whispers that many have tried before you and all have failed. Perhaps YOU could be the one to confront all the dangers and deadly traps in your quest to find the seven magical spheres and place them on the golden altar. If you can the curse of darkness that holds Helvera prisoner within the confines of the house and park will be lifted. As you agree to try to lift the curse to free her, Helvera, slips a magical collar around your neck. This can only be removed when the task is complete, she tells you, as it will hold you prisoner within the confines of the house and park also. Helvera leans towards you and with a sigh and a click of her fingers she causes a deep sleep to fall upon you.

When you awake you find yourself in sumptuous luxury on silken sheets. You barely have time to take note of your surroundings before the burly park-keeper appears and, jabbing you painfully with the sharp end of his pointed litter stick, he frog-marches you down to a cell in the dungeon which, you soon discover, is guarded by a most unpleasant character.

And so the adventure begins. You soon realize that your first problem is to discover a way out of the cell without being seen by the guard so that you can start to explore properly. The fun you have trying to get out of the cell will give you a fair indication of the humour of this adventure. Bob, by the use of clever descriptions and responses had me thinking along totally the wrong lines almost immediately. I won't tell you what I thought the solution to the puzzle was, suffice to say that from the items and equipment provided in the cell, it was rather naughty. But that was my own fault entirely. I soon discovered that the solution was entirely innocent and felt quite ashamed of myself for thinking otherwise.

Bob assures me that this is supposed to be a serious adventure but I honestly cannot agree with him. I found myself giggling insanely almost constantly. I'm sure anyone would agree with me if they read the descriptions of the Nova lady, the reference to Grue, the descriptions when you use the roller-skate, and the response about Rolf Harris and "Sun Arise" directly you throw the boomerang!

The coloured balls that you have to retrieve are cunningly hidden and sometimes have to be checked out thoroughly before you realize what they actually are, as they are so well disguised. Very careful manipulation of some objects is essential in this respect.

The adventure bounds with puzzles - most of them so well planned that you will have a hilarious time trying to solve them. In particular the puzzle with the balloon, the gas bottle and the fan can produce so many different results until you finally get it just right that you will be almost splitting your sides laughing. The bright room and the sunglasses problem was so frustrating and devious that, had Bob been sitting beside me during play, I could have cheerfully strangled him! One nice thing about the puzzles is that they range from the simple to the downright difficult and I would say that this is an adventure that is suitable for both beginners and experienced adventurers alike.

The location descriptions are not very long, but that didn't spoil the enjoyment of the game at all for me. Most of the exits are listed so mapping is almost straightforward. The only thing that I might grumble at is the fact that if you die you have to reboot the game - not that that takes more than a couple of moments to do but it's a bit frustrating.

The adventure is full of obstacles and devious traps and also peopled with strange characters and creatures so you will have the opportunity to meet the rats, creatures, the Nova lady and even a Ninja Wombat! In the passages below the house clever random messages add to the atmosphere. The whole game runs very smoothly indeed and, if you get stuck (which you certainly will!), Bob has included a useful and very helpful list of recognized verbs which can be called up at any time during play if you type HELP.

The final congratulatory messages reveal a slight twist to the tale, with more humour, and you get a definite sense of satisfaction when you finally solve all the puzzles and put all the spheres in the right place. Freeing Helvera from the curse may not, in the end, seem quite such a good thing from a male point of view as she turns into a very demure young lady instead of a vamp.

All in all I found this a most enjoyable adventure. Not very large perhaps, but there was so much to see and do within it that it seemed much bigger. There is plenty to keep you occupied with plenty of head scratching and hair pulling. It should keep you happy for quite some time. I recommend it!



HELVERA - MISTRESS OF THE PARK

Written by Bob Adams

Reviewed by Dave Charnley on an Amiga 500

Have you seen any transvestite sorceresses hanging out near your local park lately? No, thought not. Apparently Bob Adams has been quite captivated by the idea of nancy necromancers frolicking within the realms of a park-keeper's abode, and so decided to write a game about it. Yes, funnily enough, the character has been prevented from leaving the park by an invisible barrier and whisked off to parkie's house by a spectral mist and a few weird creatures.

Imprisoned within the dungeon of this house, our character is visited by his captor. The captor goes by the name of Helvera, who is a wizard cursed by an evil spell and turned into a transvestite witch. In exchange for your freedom you must collect for him seven spheres which will allow the sorcerer to break out of his bewitched state. In addition, he puts a magical collar around your neck to prevent your personage from leaving the confines of his home. What a thoughtful chap!

"Helvera" is a text game with the added bonus of a quite reasonable soundtrack. The game parser is poor, either that or it does not allow for a number of, although wrong, quite obvious ideas. A commendable thought by the author was that of programming various keys to function as commands. Verbs feature across the "F" keys and N, E, S, and W feature on the corresponding directions on the directional keypad. The initial puzzle is pitched at a good level and although will only take a minute or two to figure out, it requires concentration and logical thinking. However, the rest of the game unfortunately consists mostly of GETting and DROPping, not of puzzles. This is a slightly boring, if not laborious, process.

Gameplay in "Helvera" does rate at quite a low level. In addition to the points mentioned above, neither the plot nor the objectives are inspiring to me. Trying to find seven balls for an old hag (*eh! see illustration!...Barbara*) isn't THE most appealing storyline. Obviously a lot of hard work has been put into this, but sorry, thumbs down I'm afraid.

Available for PC, Amiga and Atari, from:

Bob Adams, 81 Uplands, Welwyn Garden City, Herts. AL8 7EH

Price: £3 per disk (overseas please add £1 postage)

Cheques payable to Bob Adam, and remember to state format.

Amstrad version available from:

WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS

Price: £2 on tape, £4 on disk (add £1 for overseas postage)

Cheques payable to J G Pancott.



THE BEGINNING OF THE END

(Zikov trilogy part 3)

Written by Jonathan Scott

Reviewed by Gareth Pitchford on a Spectrum



I hadn't played any of the earlier games in Jonathan Scott's Zikov trilogy ("Escape from Hodgkins Manor" and "Red Alert") so I wasn't sure what to expect from the series' latest addition when I was given it to review. I was informed that the author had a slightly wacky sense of humour (which, so long as there aren't any cabbages involved, I can usually cope with!) and this showed up in the game. Believe me, this is one seriously weird two part adventure.

You take on the role of Fred (the paperboy from the earlier Zikov escapades) and, once again, your task is to stop the plans of the evil Basil Hodgkins.

This time Basil has journeyed to the centre of the Earth; a place where no man (except for Peter Cushing and a couple of sci-fi actors) has gone before. Well, when I say "gone before" I mean for a few centuries at least. The last people there were the Inceas and they chose it as a site for their "Machine of Total Universal Control". This nifty little device was built to sustain sanity on the planet, but before anyone could say, "What sanity?", Basil had decided to dismember the machine and scatter its pieces across the zones of time and space. The purpose of this isn't quite clear, but letting insanity rule the planet would no doubt help Basil's evil plans. In a last (probably desperate) attempt the Universal Control Machine sent out a mental signal and appointed you with the task of retrieving the lost component.

Part one starts in a classroom. You can't go out of the door, but doing a Michael Palin ("Pole to Pole") will enable you to get the window open. Then, if you take a step in the right direction (up!), you'll have manoeuvred yourself into a better position to get out onto the window ledge. You shouldn't forget a few vital objects. One of these is a container in which to place any components that you find along the way (they have a nasty habit of disintegrating otherwise!), while another is a very curious wall-clock that gives a whole new meaning to the words time-piece". (A small bug crops up with the clock when it goes past 12 pm however.) It's a pity that the author didn't use the clock's interesting feature as an alternative to the RAMLOAD command - an OOPS in fact!

On the ledge, outside the classroom, is a workman. I spent ages trying to get him to mend something for me, but his turned out to be the wrong direction to take, you simply tell him where to go and take advantage of a mishap. A few moves (and a component) later you'll find yourself in the next section.

The next bit is a right hotch-potch of locations. You'd do well to remember some golden adventuring rules like "If you help others you often help yourself", "Ask nicely for things", and "Don't think that because you see a button you ought to press it". There's lots of people to meet including a wizard, gypsy, demon, mermaid, shark and vampire. Chatting to them normally helps.

Quite a few objects lie about the place. One with a great name is the "Superconductive Nucleosonic Power Transannihilator", and it's also one that should be top of your Christmas list. A corkscrew is described as being "aristocratic" and a cork as "timid" - well, you'd be timid as well if you kept having a metal thing stuck up your bum!

Once you've got all the components in this part, and the teleports working, you progress onto the next load which requires a password. There are several (depending on what objects you have at the end of part one) so make sure it's the right one.

The text is lightly humorous with references to earlier Zirkov titles. The location text is constructed using messages, rather than a block of text followed by "Also visible", and the author has used this to vary the order in which it comes at you to good effect. The game recognizes all the usual PAW stuff. INFO and VOCAB will also help, while on typing LOAD you are prompted to confirm you want to do it - a good idea and one that should be extended to RAMSAVE/RAMLOAD in future games as I'm sure that I'm not the only one daft enough to type RAMSAVE when I really wanted to RAMLOAD! (*Hear! hear!*)

There's not doubt that this game is quite tough. You'll need to do a lot of thinking to get anywhere in it. It's one of those games where the answers are only obvious once you know them. I was stuck for a while in the first location!

Despite the frustration factor the adventure is enjoyable and a challenge. The author's style may put a few people off, but I think that this is a title that's worth checking out. As for me, I'm off to take a look at the earlier titles in the trilogy.

Available for the Spectrum from:

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

Price: £2.49 on tape £3.49 on +3 Disk

THE ELLISNORE DIAMOND

Written by Jack Lockerby

Reviewed by Jay Honosutomo on an Amstrad CPC



For years now the legend of the Ellisnore Diamond and the mystery surrounding it has haunted Moonholm village and its inhabitants. Legend has us believe that a Sir Roger Durwood (Blackbeard, to his mates) was rewarded the diamond for his brave and clever plan resulting in the safety of King Charles I. After this, Blackbeard betrayed the King and was soon banished from Carisbrooke Castle (where he had previously governed). He spent his remaining years in Moonholm, quilty as hell, and hated by all.

But what of the diamond? Blackbeard had planned to sell it, and give the money to the poor of the parish, but he suddenly fell very ill, and in his haste, hid the diamond in a safe place. Shortly afterwards, he died, taking the secret of the diamond with him.

Now you have been chosen to finish off Blackbeard's task. You must find the diamond and return it to the parish to give to the parson. Only then will Blackbeard's ghost rest in peace.

Since "Ellisnore" has already been reviewed in depth and then some (by Hugh Walker in January 1992), I'll only whizz over a few important points.

If you did read Mr. Walker's analysis of "Ellisnore", then you'll already know that it really is a little gem (Sorry, I couldn't resist it!). All the puzzles are very straightforward, the obscurity of them determined only by how much thought you're willing to give.

I only found one puzzle towards the end of the game which was a little unfair, but it's only a minor flaw. If you persevere, then you shouldn't have any problems.

There's one timing situation in there where you must be quick, which I must say is a little annoying (so remember to RAMSAVE!). But, apart from that, everything else seems to be in good order. A very enjoyable game which deserves to be in everyone's collection. Being an Amstrad owner, I'm new to the Lockerby experience, but if this is anything to go by, I'd love to try out some more!

Amstrad version available from: The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR

Disc only. Price: £4 Cheque/postal order payable to P.M.Reynolds

Spectrum version available from: Zenobi Software, 28 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX

Price: Tape: £2.49 +3 Disc £3.49

Commodore version available from: J.A.Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL

Price: £2.50 disc or tape. Cheque/postal order payable to J.A.Lockerby

THE CURSE OF ENCHANTIA

Published by Core Design Ltd. (6 discs)

Review/Getting You Started written by Harold Dixon on an Amiga 1200



The magical world of Enchantia is under the curse of a powerful and malevolent witch. To satisfy her desire for eternal youth she requires a young boy as a final ingredient for a rejuvenating potion. You, as Brad, must battle through and free yourself of this curse, to return home safely.

Upon loading the first disk, after the introduction, I was told to load disk one. As this was already in the drive, and a few prompts got no response, I presume it means disk two - it did!

I now found myself hanging upside down, supported by manacles which are firmly embedded in the wall. I was in a dingy dungeon which was damp and cold. An occasional rat scurries by. I could hear a female voice crying for help, and the eternal drip of water from some unknown source. I saw the face of my jailer peeping periodically through a hole in the door.

Shouting "HELP" fetches the jailer, a belligerent chap who enters and tells me to "SHUT UP" - but he drops a key. Once I have freed myself with the key, there is a coin to find. Pushing the wall in the right place reveals an opening too small to get through, but it reveals a paper-clip. Maybe I could pick the doorlock with it?

Outside the cell is a great hall of some kind. There is a weird monster just around the corner, but as he seems to be minding his own business the best bet is to explore the immediate surroundings. There is a goldfish, and bowl. A door further on with a big keyhole, peeping through it reveals a monster of some sort - ugh, best keep away, can't seem to get through it at the moment anyway. Just listen to the plaintive calls for help! The monster seems to have left now, so maybe it will be safe to explore further? Not really - for standing at the wallside are what at first seem to be suits of armour. When you walk past they come alive and strike at you with a heavy mace. Getting out of the way of these creatures without being splatted is practically impossible - and then that great flippin' monster returned!

As there are no weapons available at this stage, best bet is to get out, so after being chased by the monster, and splatted several times by his pals, I managed to escape - goodness knows how I managed to survive those evil maces trying to flatten me, but I did!

Only to find myself sailing out of the castle, down into the water - moat? I don't know. Immobile until the goldfish bowl is placed on one's head! There is a fish trapped in an old wire bed head or piece of fencing of some kind. This is easily freed. Further exploration reveals Mr.Fish who appears to be a blacksmith of a sort. His set up is in an old sunken boat. There is an oxygen cylinder (at least I think it's that) Mr.Fish wants a worm for it. There are several worms further on, which prove to be electric eels, they won't let you go past. No go here. There ~~is~~ a worm though, and you can get the cylinder and Mr.Fish leaves. There is also a sea plant but I haven't worked out how to get that yet. I've found another coin, and a shell. A turtle has appeared.

Yes, it does indeed seem to be an exciting adventure. The graphics are excellent, and there seems plenty to do. I would have liked to explore the castle a bit more, but that monster and his mates persuaded me otherwise - maybe he will be sorted out later on? - we'll see. Seems alright so far, better go and buy it and find out. It runs on an Amiga+ - the new C1200.

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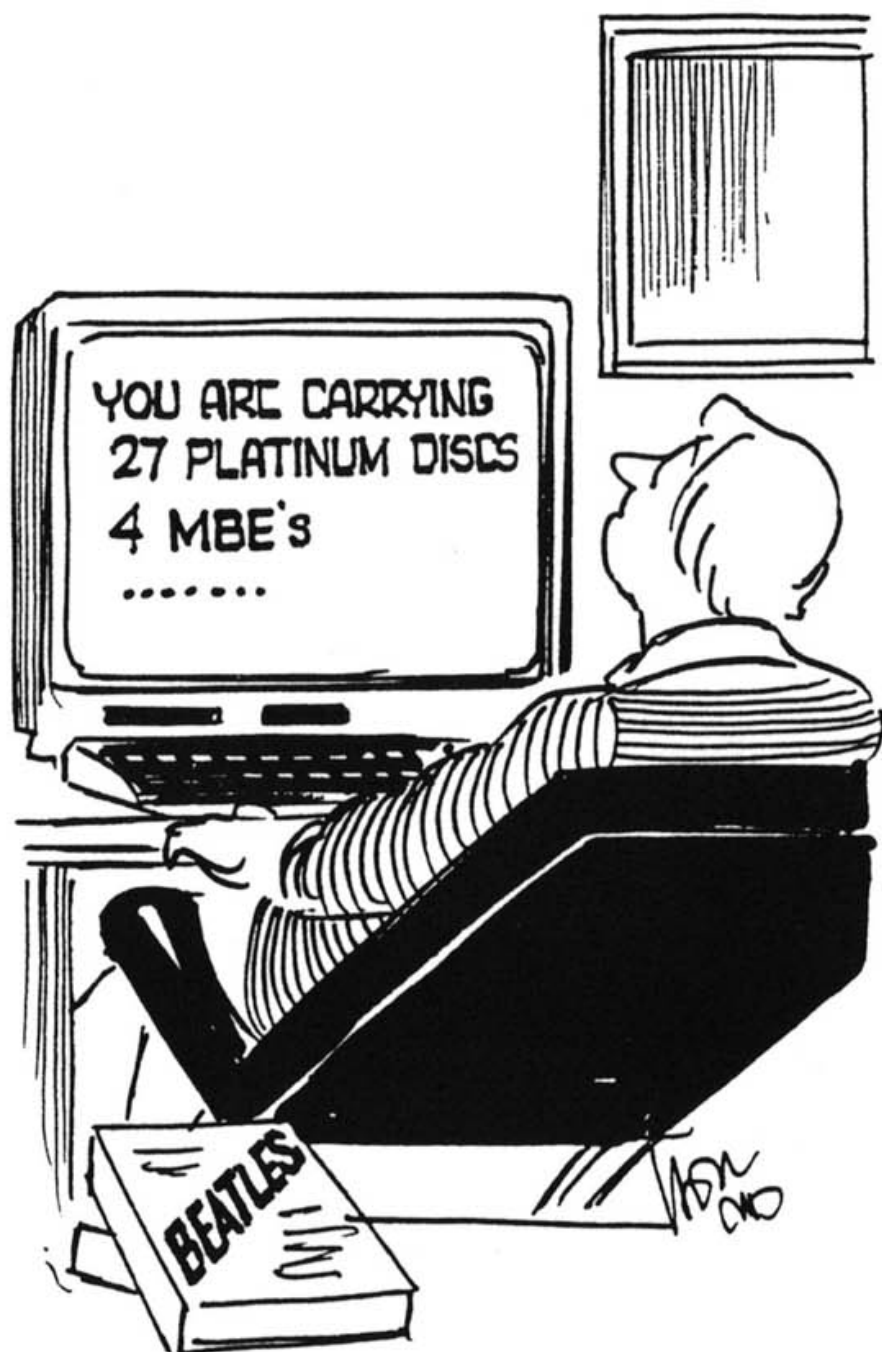
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Clues Across

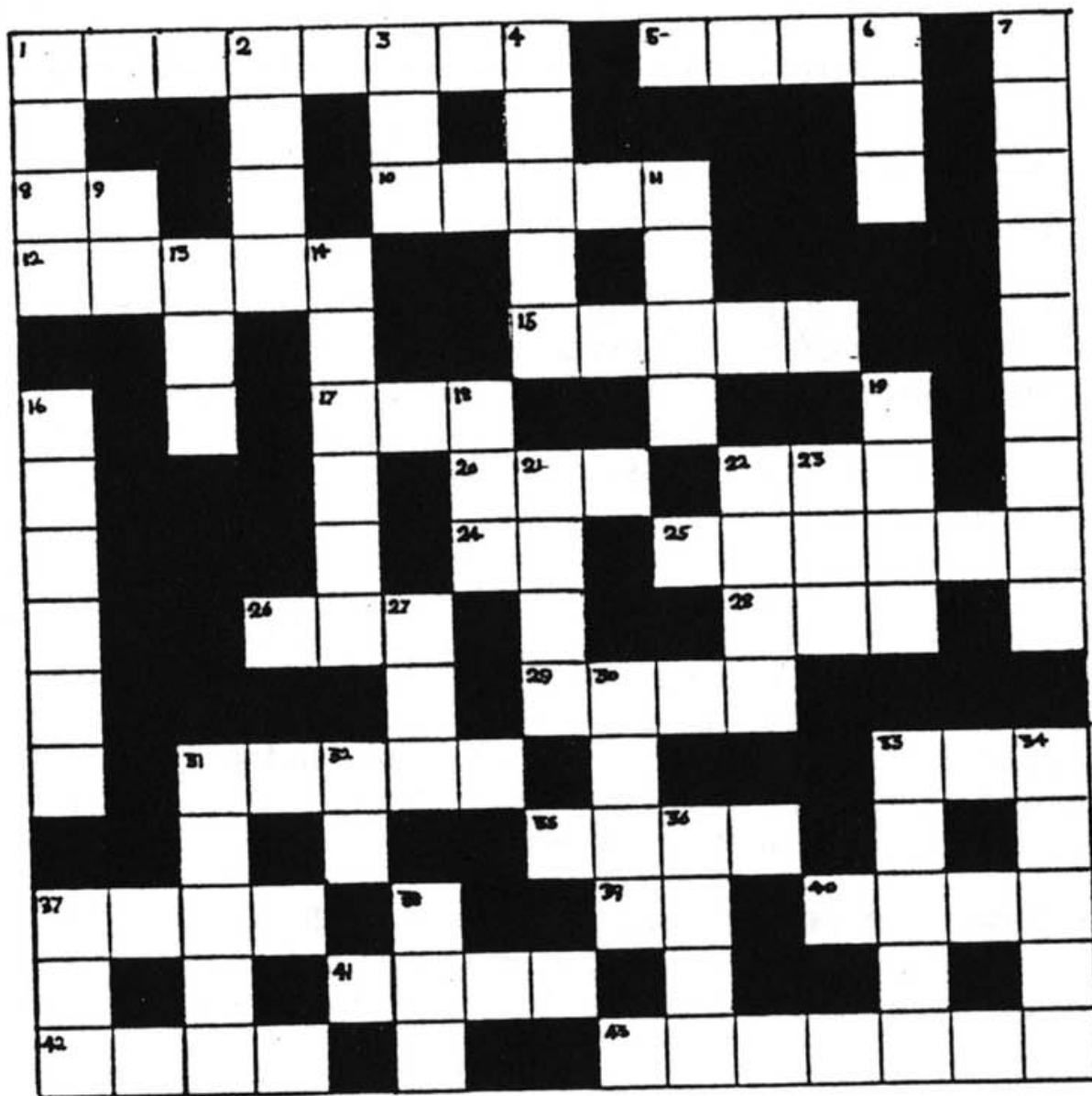
1. Sad moorland could become a dwarf (8)
5. Place of cutting tools (4)
8. Supper contains an elevating direction (2)
10. Could be lucky! (5)
12. There is trouble in the middle one (5)
15. Sam's friend (5)
17. Preserve in a fix? (3)
20. Sometimes pale and often old (3)
22. Was guided. Initially an electronic light source (3)
24. _____ and fro (2)
25. Craven turmoil for underground accommodation (6)
26. Chopper that can't fly (3)
28. I took a northerly direction to find males (3)
29. Reverse part to snare (4)
31. Useful item when exploring galaxies on foot (5)
33. Vital to adventure solving (3)
35. Grave location (4)
37. Magic stick (4)
39. Diminutive mother has a degree (2)
40. Holy man has opposing directions for a meal (4)
41. Of chaos or time perhaps (4)
42. Part of a recipe by Ingrid (4)
43. Hide from Phobos (7)

Clues Down

1. Dangerous inhabitant of Ormskirk (4)
2. Atom somehow surrounding the castle (4)
3. Fabled creature (3)
4. One of the little folk perhaps (5)
6. Frosty character in tartan (3)
7. Location of at least one Prober (9)
9. Married to 39 across (2)
11. At least one was red (4)
13. Partly coloured. Description of well known satellite (3)
14. Fun in film land (6)
16. He cometh to the Amstrad machines (6)
18. Small rug in my room mate's trunk (3)
19. Level nine went back here (4)
22. Illuminated object (4)
23. Original dweller in 19 down (3)
27. Finish (3)
30. Could be an indoor location (4)
31. Abrasive action might cause it's discovery in 22 down (5)
32. Not out! (2)
33. That which can usually be struck only once! (5)
34. A talisman had this (5)
36. _____ of twisty passages (4)
37. Initially everyone's favourite sorceress (3)
38. _____ of gold at the rainbow's end (3)

CROSSWORD

compiled by Peter Clark



Answers will be published in a future issue of
Adventure Probe

OKLIB'S REVENGE

BY SUE MEDLEY

The story begins...

"Okay, lads," said the Sergeant, looking you and your fellow guards slowly up and down while you looked at the toes of your boots, shuffled your feet and wished you were somewhere else ... anywhere else. You just KNEW that Oklib was looking straight at you. "All I want is a volunteer to go and find this missing staff of the King's."

Even now, it's hard to believe what happened. When Oklib shouted, "Volunteer, one pace forward, now!" you suddenly felt a sharp <<jab>> in your arm and, startled, made a swift hop forward. Turning to rub your stinging arm, you noticed a strange absence of feet to either side of you. None in front either. But behind you was the Sergeant - casually repinning a medal, and you were left - totally alone - the 'volunteer'...

OKLIB'S REVENGE is available for the ST, Amiga and PC (3.5 and 5.25 disks). The 5.25 PC version is supplied in archived form for use on a hard disk due to the size of the finished adventure.

For your registered copy of **OKLIB'S REVENGE**, please send a cheque or postal order for £5.00 payable to: S. Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. If you live outside the UK/Europe, please add £1.00 towards postage and packing.
All payments in Pounds Sterling, please.

TEXT ADVENTURES FOR THE COMMODORE 64

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Thinking of starting up a new adventure fanzine but finding the production costs discouraging? Send for details of my photocopying charges which, page-for-page, can be as much as **45%** cheaper than a visit to your local high street photocopier! Even with postage!!

Enlargement and reduction of master copies are both possible. A variety of coloured papers and card are available. I can also photocopy onto acetate sheets. **Send for further details!!**

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Documents can be presented professionally using the *Impression 2* document processor on an *Archimedes* with an *Integrex Beta Jet* printer. I have over **100** typefaces and **80** borders to choose from. Clip art or original illustrations can be included. *Monochrome scanning of original artwork is available.*

If you are trying to market your own software from home you need to present it as professionally as possible i.e. include A4 storylines, instructions, cassette inlays etc. I can prepare a striking A4 page of text (about 200 words) including special typefaces and borders plus spell-checking for as little as £3 (plus 5p per photocopy).

For details of my photocopying and/or design service send a stamped addressed envelope AND a first class stamp. State your particular requirements (e.g A4 storyline sheets, A5 advertising leaflets, business cards, cassette inlays, letterheads, whole fanzines etc.).

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beneath the remains of Megaville, you
thought you were safe. You were
Wrong ...**

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ADVENTURES FOR THE ARCHIMEDES

THE MIGHTY ATOM - Part 6

Written by Geoff Lynas

-----So, on the way home from an interminable day at work, I called into the local Boots emporium and bought the cheapest cassette recorder I could find. This "bog-standard", Boots own-brand, ugly and instantly obsolete piece of lo-tech equipment was destined finally to cease to function in 1992 - a decade later! Comet were next and the cheapest portable TV they had to offer was soon mine (£39.99). Nothing to stop me now!!

Certain words in the English language hold a certain resonance to members of the computing fraternity, so far I have mentioned being "mesmerised", "enchanted", "hooked" and suffering "anti-climax". Once home from Comet I began to expand on this list with "frustration", "disillusion" and "disappointment".

As anyone who ever had a CHECKSUM ERROR will know, it is highly unlikely that a person will have just the one CHECKSUM ERROR. Now I had never heard of a CHECKSUM ERROR but it sounded pretty dire! All I had done was put the demo tape into the cassette, and followed the detailed instructions, keyed in LOAD "DEMO" (or some such). Had I failed to make some mystical invocation that any computer literate would know about? What was I doing wrong? For THREE hours I played that tape!!! For three hours I was rewarded consistently with CHECKSUM ERROR, not during the loading, of course, but invariably at the end! Well that was it, my Atom was faulty or my cassette was faulty, heads would roll! However, they wouldn't roll immediately because by now all the shops were shut and I had to wait until the next day.

"Pliock", there's another word to add, as in "feeling a proper p.....", which was exactly how I did feel when the spotty oyk (he must have been) on the other end of the phone suggested that I adjust the volume on the cassette and try again (you berk - I could hear him think)! Of course, the treacherous machine worked on the third attempt and adjustment. Don't forget, this was the first time I had experienced this sort of emotional upheaval due to cassette unpredictability; many years of Spectrum 48K ownership later I learned to become VERY philosophical about tapes failing to load. But at this time it was an intense experience.

Do you know, the CHECKSUM ERROR episode was so traumatic that I have no recollection at all of the contents of the demo tape. It must have been fairly impressive, compared to Eric's puny box, because I continued to be keen on pursuing computing as a) a hobby and b) a career. The latter pursuit was "pie in the sky" at this stage, after all I was only a qualified (but not practising) teacher of Art so how could I possibly be clever enough to do anything really meaningful with a computer??? This lack of confidence was soon to be swamped by the second wave of enthusiasm for computing that would sweep over me, leaving me helpless to resist when a COMPUTER ROADSHOW with REAL computers came to town!!!

All three mainstream Acorn magazines, "Acorn Computing", "Archimedes World" and "Acorn Computing" decided to print my press release in their February issues. By the time I sent this to Barbara I had sent out SIX demos! It was quite comforting to note that another company (one I'd heard of), Topologika, had released an adventure game for the Archimedes. I guess it's a text adventure but I could be wrong. It appears to be a spoof on the "Tinker, Tailor" spies, moles etc. etc. theme and costs £19.99. Good luck to them! I will try to find a little more out about it for next time. *(Leaflet in the post to you. SpySnatcher is a text adventure, written by Jon Thackray (who wrote Acheton) and -> ->*

Jonathan Partington ...check the price as the leaflet says £15 for RISC OS format ____ Ed

"Cyborg" had a couple of reviews since I last wrote. Neither were particularly generous. One reviewer brought out a few points of general relevance to adventuring on all formats which are worth expanding on next time.

My friendly Amstrad dealer assures me that I will be receiving my PC7386 next week. But then he seems to have got into the routine of making this claim since mid-December!

Tim Kemp almost unnerved me with his article on "how to choose a new PC ____" in the latest "Red Herring" but the spec. of my new machine seems to just about fit in with his recommendations. Also on the PC front, I received a disk from Mark Walker ("The Oppressed Land" and "Amulet of Darath" - Spectrum) which contains his work so far on a PC version of the above games. With a bit of luck (and the delivery of a PC) we might be able to get a completed version up and running during '93.

Well, you are too late for the Interossiter competition now! The winner will be announced next month along with the start of a brand new competition. I thought the Probe readership would appreciate a little creative writing but perhaps the next competition will appeal more. It is to be the first of a series of wordsearches. The prizes will be novels conveniently hole-punched to fit into your filofax!! Honest, they are novels designed to fit into filofaxes under the general heading *Filofiction!* "Porterhouse Blue" by Tom Sharpe, "The Rats" by James Herbert, "Torpedo Run" by Douglas Reeman and a few more to choose from.

A friend of mine has just bought an A3010, on my recommendation. In July the "Acorn User" magazine sent out some cards which entitled the likes of myself to £100 off the cost of "Artworks", hailed as the best art package to hit the Archimedes, and a free subscription to the introduced buyer of the new Acorn computer. Of course, she bought the machine on 8th January and the offer ended on 31st December!!! I must go and have a lie down now, I've just watched Gamesmaster and seen a rep. from each of Amiga, Atari and ACORN singing the praises of their respective machines. Amiga won, of course, they're cheaper!!!

Unbelievable Plant Novelty

from Florida

The All-Year-Round

MARROW TREE

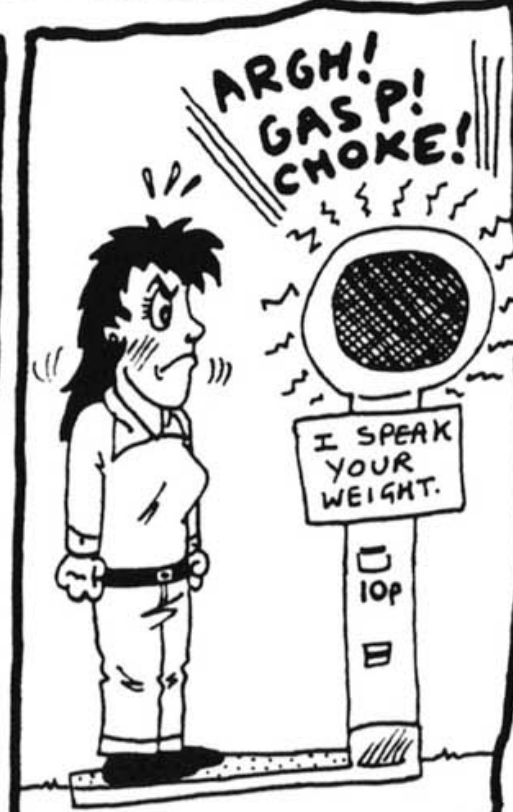
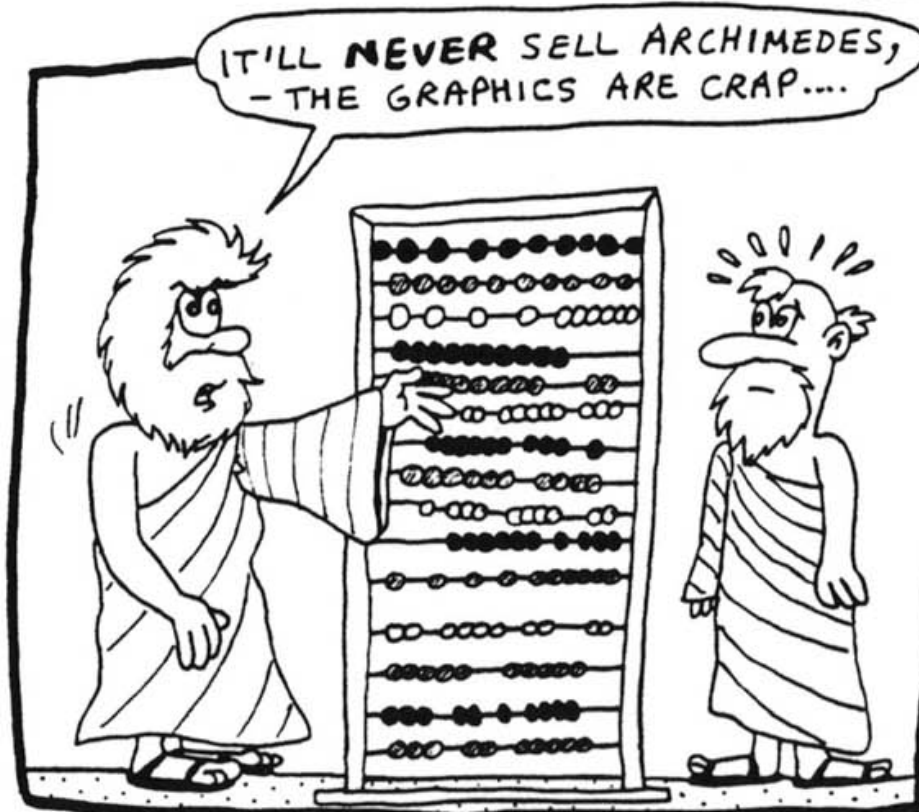
This fast-growing tree takes only two weeks to achieve its full height of 60 feet, bearing year-round pink blossoms and full size vegetable marrows.

Says Mrs.S.M. of Blandford Forum "Last year I got 12,500 marrows off my tree in January alone. I am a fully satisfied customer."

25p for a packet of 300 seeds.

CARTOON PAGE!

DRAWN BY "KRAZY" KEZ. GRAY
SCRIPTS BY ARTIE PENN
& LEO DELANEY.



SAYINGS as mused by Mary Scott-Parker

In last month's Amiga Action, the Boggit described something (which escapes me for the moment) as "The best thing since sliced bread", adding that he had forgotten what qualified as the best thing BEFORE sliced bread. Some wit replied that the best thing before sliced bread was obviously a sharp knife! This little interchange between intellectuals set me thinking about the number of strange sayings we have in the English language, and prompted me to ask some rather pertinent and I think, important, questions. For instance:

Who was Jack Robinson, and why is his name synonymous with rapid speech? Why does Soft Mick have so many possessions and what do Sandboys and Larry know that the rest of us don't?

Why is Scratch, that most useful, multi-purpose construction material, stored in such a high place, that so few things come up to it?

Take "raining cats and dogs", for instance, as yet I've seen no evidence of a single Dalmation or Siamese appearing as the direct result of a cloudburst. (I'll spare you the old ".... but I've stepped in many a poodle" routine).

In all my floor-sweeping years, (and there have been many!) I've never owned a daft brush, or even a slightly frivolous one. They have been, to a man, extremely hardworking, solid and dependable.

I have it, on reasonable authority, that Tics and Newts rarely drink to excess and when did you last see an Owl who was so inebriated that he was incapable of sitting on his branch?

What attributes turn the humble violin into the Jane Fonda of the Musical Instrument?

Statistics on the exact number of people who, immediately prior to their demise, aim a suitably shod, size eight at a galvanised pall, are vague, but I suspect that it isn't many.

Two things, which always rate highly on the simplicity scale are pie, and falling off a log. What lets pie down, for me, is all that multiplying by 3.142 and logs, as everyone who's ever tried it knows, are extremely difficult to fall off, unless of course, you keep regular company with Tics, Newts and Owls.

Ditch water, according to David Bellamy, far from being dull, is actually a fascinating microcosm, teeming with life in miniature (for those who like that sort of thing, of course).

Do Hares really go Bananas in March more than in June or May and if it comes to that, who proved that Bananas are actually more bonkers than say, Guavas or Mangos?

Do Parrots really have a lower boredom threshold than their feathered brothers, and isn't it asking a lot of the British public to expect them to believe that not one single Judge touches a drop of the hard stuff, even on Christmas Day? Sorry your Honour .. I'll withdraw that last remark!



NEWS

Compass Software

Jon Lemmon has just released his latest adventure. It is called "THE LOST TOMB OF ANANKA", and is available on tape or +D 3.5" disk for the Spectrum and 3.5" disk for the Sam Coupe - price £189 all versions. Cheque/postal order payable to Compass Software and sent to 111 Mill Road, Cobholm Island, Gt. Yarmouth, Norfolk, NR31 0BB.

In preparation is "NIGHT OF THE DEMONS" - more information soon.

Adventurers Convention

Make a note in your diary for Saturday, 23rd October 1983. The suite has been booked and special hotel rates for those attending are as follows: Dinner Bed and Breakfast sharing Double/Twin room £44.50 per person. Dinner Bed and Breakfast for single room £47.50, Bed and Breakfast single £37.50 all inclusive of service and VAT at 17.5%. Tea and coffee will be available at £1.25 per serving. This year the tickets will be £8 each because of the increase in the hire charge for the suite. Full details on how to order your tickets will be announce in future Probes.

Sam Coupe News

Phil Glover has told me that the SAM is back in the market place and is again in production. A new company called WEST COAST COMPUTERS has been formed to look after SAM.

The SAM Coupe Club is going from strength to strength, and their latest bi-monthly disk (no.8) has Steve Clay's TAXMAN COMETH on it.

Phil also wrote to say he would like to track down the writers or publishers of some Spectrum adventures that are no longer available. The games in question are SKELLVULLYN TWINE, RIGEL'S REVENGE and FUTURE TENSE. If possible, he would like to feature them on the Sam Coupe Club disk, and will be prepared to discuss financial terms. Even if the copyright holders of these games aren't interested in dealing with the club, perhaps they would consider allowing their games to enter the Public Domain so more people can enjoy them.

If anyone has any information, please contact Phil Glover, 43 Ferndale Road, Hall Green, Birmingham West Midlands, B28 9AU.

Competition Time at The Guild

Tony Collins has asked me to remind players that the FABLED TREASURE OF KOOSAR competition closes on March 31st. To enter you need a copy of the rules - available for the Spectrum and Commodore - and twelve correct answers gained whilst playing the game written by Doreen Bardon and programmed by Arthur Simmons. If you don't already have the adventure, which has a free game called BIRTHDAY SURPRISE on the other side, then send for it now to The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX only £2.50 on tape for the Spectrum and £2.50 on tape or disc on the Commodore. Cheque/postal order payable to Glenda Collins.

Forthcoming releases by The Guild

See the advertisement somewhere in this magazine!!! Tony has also arranging to convert to the Commodore, Bored of the Rings, Buggy, Very Big Cave Adventure, Dr.Jekyll & Mr.Hyde and Arnold the Adventure 1. Watch this space for further details.

The Guild goes "Public"

Tony Collins of The Guild is interested in any Spectrum and Commodore programmes - adventures, games and especially utilities, in fact anything that he can put into the Public Domain library that he is hoping to set up. If you have any programmes, or know of anything suitable, please contact Tony at the usual address. If you telephone, please don't ring after 9 p.m.

Dream World Adventures

Martin Freemantle is putting the finishing touches to his new adventure DEATH OR GLORY, the second in the trilogy which started with DRAGON SLAYER. He is already planning the final part - called FINAL BATTLE, so, as ever, watch this space for further details.

Commodore Force

The March issue has SHARDS OF INOVAR and DANGER! ADVENTURER AT WORK! on the cover tape. Ian Osborne tells me the next issue will have VENOM and ENERGEM ENIGMA on the tape. With Mandy disguised as Bash what more could you want? Which reminds me, Bash, many thanks for the plug for Adventure Probe.

Adventure-Finding Service

If you have any adventures you have finished with, why not send a list to Simon Avery. His database now has about 400 games on it and he is looking for more. All computer formats covered. With the list, just send a note of your address, which computer the games are for, whether tape or disc and the price including p&p for each title.

If you are looking for a particular adventure or adventures, drop him a line with the game(s) you are looking for and for which computer, not forgetting the SSAE, and he will list all sellers who have that game.

Simon regrets he can no longer send out entire lists as the printing would cost too much. He is offering a much needed service, and it can't survive without your support. Contact Simon Avery at Hamlyn's Cottage, Old Exeter Road, Chudleigh, S.Devon, TQ13 0DY.

IN-TOUCH

Wanted

Manuals for the Atari 800XL and 1050 Disc Drive, plus any information or advice you can offer for the successful use of the computer. Please contact your editor at the usual address.

HELP WANTED

Can anyone help Sharon with INDIANA JONES AND THE FATE OF ATLANTIS? She has reached the middle ring of Atlantis, and needs to repair the sentry statue with 4 pieces of machinery. She has three of these (bronze wheel, robot part and the crescent gear) but can't find the fourth which she thinks is somewhere in the outer labyrinth. Sharon has thoroughly explored it but needs to know exactly where to find it.

If you can help, please write to Sharon Lowndes, 54 Blackberry Lane, Four Marks, Alton, Hants. GU34 5DF

I'm also interested in any hints for this and other adventures as I'm always short of them for the magazine. Thank you.....Barbara

This month's SNIPPET was sent in by Neil Shipman.

Interesting facts about Authors, The Universe and Everything

Douglas Adams, well-known for "The Hitchhiker's Guide To The Galaxy", has also written "Dirk Gently's Holistic Detective Agency" and "The Long Dark Tea-time Of The Soul".

Arthur Dent wrote the religious book "A Plain Man's Pathway To Heaven" which subsequently helped John Bunyan to acquire the technique he used to write "The Life And Death Of Mr. Badman".

Zaphod Beeblebrox will become infamous as the President of the galaxy, but he will also write "Two Heads Are Better Than One" - at an improbability factor of 21,647:1.

ADVENTURE PROBE

written by Barbara Bassingthwaighe

Adventure Probe is full of fun,
Donations send by everyone.
Views of readers on the letter page,
Even adventurers in a rage.
News of a person stuck in a game,
Tips to help one and keep one sane.
Unusual articles can be seen,
Reviews and help from King and Queen.
Every adventurer should read it.

Poems and solutions you will find,
Readers who give help are kind.
Objects and uses are handy too,
Because they help get you through.
Every adventurer should read it.



GETTING YOU STARTED

THE BEGINNING OF THE END

played by Barbara Gibb on a Spectrum



You start in a classroom and can't get out via the door. TAKE CLOCK, X CLOCK, LOOK UNDER DESK (now have an airtight container), X CUPBOARD (now have a slender pole), X POLE (has a hook on the end), OPEN WINDOW WITH POLE and DROP POLE before you CLIMB ONTO DESK and go OUT of the window onto a ledge. You can ASK WORKMAN ABOUT CLOCK and SAY WORKMAN "D LADDER". He naively leaps onto the ladder which collapses, causing him to fall and knock the hose so that the water is now filling the pool. TURN HANDLE CLOCKWISE so that time is advanced and the pool fills up quickly. It is now safe to JUMP into the pool where you can see the workman. X WORKMAN to obtain a petite microchip. Now OPEN CONTAINER and PUT MICROCHIP INTO CONTAINER and remember to CLOSE CONTAINER to keep it safe. X POOL and PULL PLUG to be drawn into an empty cavern. As it isn't a green zone the clock disappears, but the microchip is protected by the container. Now go S, TAKE CORKSCREW and go E to the lost treasure chamber. X CHEST and take cork using the corkscrew, X HOLE and TAKE BLUE KEY

WINTER WONDERLAND

played by Lon Houlston on an Amstrad

GET FUR COAT, WEAR COAT, GET and WEAR SNOWSHOES, N, GET FLAREGUN, S, W, W, N, W, FIRE GUN (grizzly runs away), W, W (now at south gully), DOWN GULLY, EXAM POT-HOLER, GET ROPE and GET ICE-PICK, UP, N (to north gully)

JUSTICE - PART ONE

played by Lorna Paterson on an Amstrad

You start in a cornfield. Go S, GET GRAIN, N, NW, N, W, EXAMINE SCARECROW, GET RAGS, GET WOOD, E, S, NE, GET EAR OF CORN, NE, GIVE GRAIN (to crow), LOOK, GET INVITATION, SW, SW, SE, E, SE, WEAR RAGS, E, E, IN, THROW CORN IN FIRE, GET KEY, OUT, W, OPEN DOOR, IN, GET POLICE UNIFORM, OUT

NIGHTMARE 2 - BUMBLE'S REVENGE

played by Barbara Gibb on a C64

Start in your bedroom. WAKE (now in Bumble's car). TAKE CAMERA, X CAMERA (note that it has a flash), X CAR (see car is in gear), ROCK CAR (it rolls down the road, crashes and throws you clear). You are now outside Bumble's stately mansion. X CAR (to find a footpump), TAKE PEBBLE and THROW PEBBLE so that a piece of metal falls off the guttering). TAKE METAL, X METAL and PICK LOCK of door. X DOOR (unlocked), GO DOOR into a hall

CORPORAL STONE

played by Barbara Gibb on a Spectrum

You start beside your car and a dead body. PUSH BODY to find a spade. TAKE SPADE. TAKE (milk) BOTTLE. X CAR (a red Ford Sierra). IN CAR and TAKE RAGS. SEARCH GLOVE compartment and TAKE TUBING. Now get OUT of CAR and SIPHON PETROL into the milk bottle using the tubing. DROP TUBING. PUT RAGS (in what?) IN BOTTLE or simply INSERT RAGS to create a petrol bomb. PRESS BUTTON (lift arrives and doors open). Go N into lift. X PANEL (buttons numbered 1-5). If you press numbers 3,4 or 5 you will hear distant laughter, you should PRESS 2 to go up to the shopping mall. Go S out of the lift and W into a clothes shop. X ASSISTANT (called Tracey). TALK to TRACEY, X CLOTHES (note anorak). Go E, S, and E into a toy shop where a horrible kid throws a toy brick at you. If you GRAB KID and SHAKE or X KID he struggles free, you're now holding a Ninja Turtle pullover.....

DEEP PROBE

played by Barbara Gibb on a Spectrum

You start sitting at the controls of the mini-sub which is about to be lowered into the sea by a helicopter. X WINDOW (nice view) W (door in way), X PANEL (note function of each single number press), PRESS 1 (hatch door to the west now open). By now the helicopter is being attacked. PRESS 2 to be told the sub. is on its way to the target area but there is an iodised cloud drifting down into the sea from the helicopter's last position. X KEYPAD (used to input 3 numbers to move the Antlills - not yet though). Go W and W to the circuitry room. X Circuitry (fully operational at the moment!), X CUPBOARD and OPEN CUPBOARD (lots of equipments falls out), TAKE ALL (torch, Ant suit, helmet and crowbar), X SUIT, X HELMET (both needed for deep water, high pressure diving), O (for oxygen level), X NOZZLE (replenishes helmet with oxygen), PUSH HELMET ONTO NOZZLE. You should now get a message about something approaching the sub. but evasive action has been taken. O and INFO for details. Now comes another Com 3000 message. The Antlills shakes, an explosion inside the sub. is detected and a strange green light enters the hull of the sub. Now it is dark, so SWITCH ON TORCH. X CIRCUITRY and PUSH CIRCUIT BREAKER (power is now restored to sub. main controls). Now you get a message to say the dive to the fissure has stopped because the engine vents are blocked. SWITCH OFF TORCH (only use when in dark locations). Go E and D (can't), X HATCH, OPEN HATCH, and go D to main airlock. X BUTTONS, X SCREEN, CLOSE HATCH. WEAR SUIT. WEAR HELMET. PRESS RED BUTTON (chamber fills with water), D (dark), SWITCH ON TORCH. U, W (by vents), X VENTS

THESEUS AND THE MINOTAUR - Part 2

played by Barbara Gibb on a C64

At the end of part one you boarded a ship for Crete. You have now arrived and disembarked at the harbour town of Amnisos. To start you have to enter the password you were given. Now check I for Inventory (carrying some food). Go SW and X POTS (find small key), TAKE KEY and X KEY (to the Harbourmaster's home). Return NE, then go S and UNLOCK DOOR then go IN. TAKE ROBE and go OUT. N, SE and E to where you meet a bulky guard blocking your way. WEAR ROBE and go S passed the guard.....

HINTS AND TIPS

GOBLINS 2

played by Harold Dixon on an Amiga 1200

Using the mouse, you may control either of two goblins as they solve problems in tandem - one does a task and the other helps.

In the first scene one goblin has to try to get the Sausage. The Notable will get angry and the Old Men laugh. The other goblin gets the Bottle. At the fountain one turns on the fountain whilst the other fills the bottle. Pour water on frog and get the stone. Back in the village - water the flowers then get them. One goblin stands on the trapdoor, the other presses the button transporting his friend onto the roof. One give the Flower to the Notable, putting him to sleep; the other - up on the roof - gets the sausage.

At the Giant, one strangles the chicken whilst the other hits it with the sausage - it lays an egg. Return to the fountain where throwing the stone at the chimney produces interesting results.

L.A.ADVENTURE

played by Dorothy Millard on a C84

Dorothy has written to confirm my own findings - that there is NO way through the teleport. She has sent comprehensive details of the "secret rooms" - the following are the most important facts.

The 5 secret rooms are: The Spot, Slashes House, Cheat Room, Outside House and Living-room.

To get to The Spot, go to the car-park and GO CAR, PULL GEARSTICK, RACE, BURN LIKE HELL (you win and receive a present) GET (sealed) BOX, OUT. To get AMI, go to the building site and DEMOLISH BUILDING, LOOK, GET AMI, EXAMINE AMI. Now go to the Leisure Centre and GO POOL, GO PLUGHOLE (you warp into another area i.e. outside a house) KNOCK on DOOR, KNOCK on DOOR LOUDLY (you now enter a living-room). GO TELEPORT (told you have access the teleport controls - the answer is in the sealed box).

GRABBED BY THE GHOULIES

played by Barbara Gibb on a Spectrum

Give the rat something revolting to eat. Sing a song to the wolf.

Wash your hand before you try to open the box.

Throw the hose, then swing across the pit.



ARROW OF DEATH 2 (available for most computers)

played by Jim Donaldson on a Spectrum

Eat the weed to give you strength to turn the wheel.

In the stomach of the fish, wear the cloak and smoke the pipe twice.

WEEN

played by Janice Charnley on an Amiga

After crossing the ravine, you arrive at a stele. Use your torch on the torch holder then you can see what you are doing. Click on the stele to see various niches. Petroy can translate the inscription on the tomb. Pick up the tibia near the left-hand stone guard and take the spear from the other guard. Use the bone on the spear then reach up to the curtain. When you pull it aside, you will find a blackberry bush, so get some berries for Urm. Move the round stone from the tomb to reveal a sunstone, which you will soon need. Use the flute to call Urm, give him the blackberries and show him the gap at the top of the door on the right. He will fly to the other side and return with a key, so you can through the door.

Take the sword and use it on the statue's mouth, to knock it to the floor, revealing a trap. Press the hole to open the acid bath. Use the cauldron to empty the bath and go back to the stele. Pour the acid over the limestone covering the runes and read the text. Go back to the bath again. Press the mechanism in the bath and press the sword, sunstone and crown symbols and you will see a hole in the wall. Take the effigy from the cavity. Light up the sword, sun and moon symbols, press the crown and take the elixir from another hole in the wall.

Go to the stele and fit the sunstone then moonstone into the rectangular hole and put the effigy into it's niche. Ohkram will appear and tell you that you have obtained your first grain of sand! *(more next month)*

SPELLCASTING 101

played by Mandy Rodrigues on a PC

On the Island of Lost Soles some of the characters hidden there can be revealed if you CAST KABBUL ON: Blaise, Bernie, Ashby, Ashley, Charlie, Bunny, Beau, Patty, Frank, Sherry, Willie, Penny, Adam, Ty, Kitty, Nicholas, Mat, Teddy, Buck, Bill, Peg, Bellem, Wilma, Lelf, Mickey, Pat, Tom, Carmen, Betty, Dusty, Archie, Goldie, Lucy, Lacey, Connie, Gabby, Hardy, Jack, Clifford, Rod, Sandford, Charlotte, Wolfgang, Robin, Woodrow, Kanute, Pierre, Dolly, Winnie, Cy, Blair, Humphrey, Noel, Melody, Daisy, Wilbur, Dawn . . . that should keep you going for a while!

ZORK 2

played by Barbara Gibb on a C64

Use the Carousel Room to store objects. Answer to the riddle is WELL.

Get the robot to press the triangular button to stop the carousel from revolving. To escape from the steel cage - get the robot to lift it.

The cake with lettering in green icing makes you smaller.

The cake with lettering in red icing evaporates the pool.

The cake with lettering in blue icing returns you to normal size.



MAROONED

played by Barbara Gibb on a Spectrum

Look under the pews and pray. Climb the (bell) rope to get to the top of the belfrey. To get down go D ROPE. In the clearing, examine the man and talk to him before he dies, and note what he says as it will help you to progress beyond the gate.

Search the shop twice to find vital objects.

The men by the brazier will do your bidding but they will need paying.

Don't be in too much of hurry to set fire to an object.

You need the meat to get passed the wolf.

Yes, the oars are hidden *somewhere*.

Search and shake the bush.

Be patient and then shoot the drum.

DANGER! ADVENTURER AT WORK!

played by Barbara Gibb (various computers)

To escape from the pub THROW STOOL then CLIMB WINDOW

Go INTO the 'phone booth and get the rope, later you can cut the wire.

Take the bull to the china shop. Kick the fence to find something.

Give the broom to the hedgepig. Fill the bucket with sand.

Give needle to camel, examine the dung. To get a hammer, give the eggshell to the man.

Give the bucket of sand to the engineer.

LOOK BEHIND the dragon to find something we ALL play.

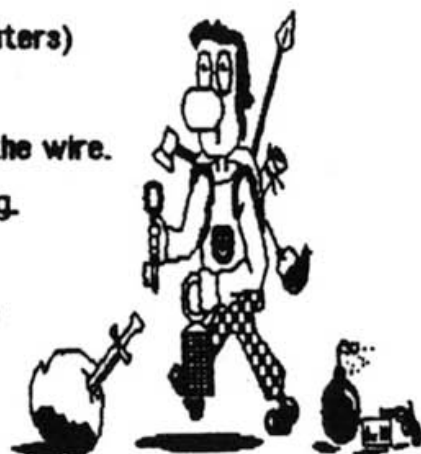
Make the monster (need all 8 pieces plus instruction from the teacher) then attach the electrodes and press the switch.

Examine the chasm then throw the seed - If you have the bird it will peck at the seed, which is now on the button, so that a bridge appears.

In the circular chamber, cut the rope (need knife).

To cross the river you need the tube from the lady.

In the underground tavern, turn the brackets to find a tunnel.



THE DUNGEON OF TORGAR

played by Barbara Gibb on a Spectrum

From Behind the Idol, there is an unsignposted exit NW.

Don't go any further E than the Alcove or the monks will get you.

You need the black key to open the door with the skull on it.

THE GOLDEN LOCKET

played by Barabra Gibb on a Spectrum

To escape the bear, RUN in certain directions, not forgetting UP.

To get the coat, drop the egg for the snakes.

To prevent pneumonia, wear the coat and stetson.

Don't blunder up to the camp-fire, call out, then approach.

Be wary when entering the hut, someone may lock you in.

The route through the desert can be found in the hut, but you will still need a compass.

To prevent dehydration, turn tap and then fill canteen at the abandoned stage-coach.



DUNE

played by Neil Ashmore on an Amiga

In the beginning, concentrate on mining as much spice as possible, by equipping about 6 troops of Fremen with a spice harvester and an Ornithopter. If you lose too many harvesters to the worms, buy what you need from the smugglers in the villages, and send the Fremen to collect them.

Always keep your one and only troop of Fremen spice prospectors moving wherever possible. They travel faster if they have an Ornithopter.

You can't mine new slets without prospecting them first. When a sletch on the spice density map turns black, move those particular miners to an area richer in spice, (i.e. a lighter colour).

After meeting Stilgar, you can change any Fremen troop into a fighting force. The best place to start attacking the Harkonnens is from Stilgar's homeland, so train all the Fremen troops in this area as warriors and group them all at one sletch. If you take Gurney Halleck to this sletch and leave him there, he will speed up the training. This strategy avoids the time-wasting exercise of ferrying Gurney from sletch to sletch.

Don't start attacking until all your armies are rated skilled or expert in army. Equip them with the best available weapons.

1. Atomics - found only in Harkonnen fortresses.
2. Weirder Modules - mostly found in Harkonnen fortresses, but can sometimes be bought from smugglers.
3. Laser Guns and
4. Kryd Knives - both are quite common.

The larger troops of Fremen (i.e. 1800 to 2500) make the most potent strike force.

When you decide to attack a fortress always use six, seven or eight troops of Fremen, as this will minimize losses. *(more next month)*

A walk through THE BOUNTY HUNTER as played on the Spectrum

written by the author, Jack Lockerby

(It is available from Zenobi Software on a compilation tape with five other adventures)

Part Two (of Seven)

Nearby, at the edge of WHISPER WOODS, things seemed to be very quiet but as I ventured ever deeper into the woods my heart started pounding and my footsteps were so loud that the trees whined and I ran away in sheer fright! Pondering on the situation I suddenly remembered those cold wet sponges. Taking a chance I found that they fitted me like a handmade pair of shoes. Now when I walked into the woods all was quiet and serene. Soon I spotted another Viroid at the SWANFLEET RUINS. As usual I killed it with my trusty pulser. Two down and twenty to go.

Travelling north-west I soon found myself at BATTLESTONES, the scene of many an ancient battle. I ventured to dig here and found a shooting staff, which upon examination looked much like a bow, used to send an arrow on its way. Moving off north and west I came to Soljer Ford where I saw a sprig come floating past, needless to add, I picked it up and looked it over very carefully, it appeared to be almost like an arrow. With the shooting staff and the sprig I had a handy weapon.

I then headed west from the ford and then travelled south noting some stinging nettles in Sedge Hollow. West to the north wall of PLATEAU where I attempted to go up a flight of stone steps. Small stones came down on my head forcing me to retreat. Just to the north I found a Karakan Whiffet in the VALE OF FLOWERS. The whiffet is reputed to be the sweetest smelling flower in the Universe. Further to the north lay a dark cave at BARROW KNOLL. It was pitch black when I went in, so I dropped the branch that I had found in the Haunted Hills and the buds glowed brightly, illuminating the presence of the third viroid. A quick blast from my pulser soon put that one away (3).

Moving down the eastern side of the plateau I passed by the southern wall of the PLATEAU and noted the presence of a Viroid close by in a cave. On entering the cave, the Viroid left by another exit, and when I went out, the Viroid entered the cave again. I must find a way to block up one of the exits before I can trap this one.

Still moving south I came into a misty area in the LOWLAND MARSHES. The mist swirled around my knees making it impossible for me to see where I was going. A gentle squeeze on the blowers moved sufficient of the mist for me to survey my situation. I found some small puffers which exploded with gentle puffs as I tried to pick them up. Using this method of squeezing the blowers and then moving I soon spotted a VIROID (4) and despatched it with ease. Then I found and picked up a gigantic puffer which I am sure will make a very big bang when I squeeze it. Going west I soon found myself outside a house in MOONHOLM. Inside was a little old woman, fast asleep in a chair and she was wearing a cape to protect her from the rain that was dripping in from a hole in the roof. The scent from the flower woke her up but I was unable to take the cape and a Mugrat guard chased me out when I attempted to do so.

(to be continued)

OBJECTS AND THEIR USES

THE ELLISNORE DIAMOND

compiled by Jonathan Scott

- Cap Wear and stick the lit candle on it
Paper Use the bible to check the verses that are written on the paper
Bible See paper
Locket Open to find the paper
Beard Wear to enter the WHATNOW INN
Tinder-box Use this to light the candle
Candle To see down the well
Key Opens the front door of your cottage
Bag To buy the tinder-box, knife and ale. Also to pay the boatman
Satchel A useful container
Knife LOOSEN MORTAR of brick (down well) twice
Boots Wear these to get up the hill to the ruins of Moonholm Castle
Toggle Insert in the L-shaped hole to use the lever
Permit Insert this to raise the portcullis
Sledge-hammer To break up the large stones at the tunnel
Spade Clear the fall at the tunnel, also see pickaxe
Crowbar After you have loosened mortar, removes the brick
Ellisnore Diamond .. Take to the church to complete the game
Pickaxe Use, with spade, to dig at seacave.



CHAOS STRIKES BACK

A guide written by Mary Scott-Parker

There are certain parts of Chaos Strikes Back where it is a distinct advantage to have three hands, but for those of us not lucky enough to have been born this way, but don't worry, you can always bribe a passing teenager. I found very little written about CSB when I first bought the game, so had to start completely in the dark, as it were. I found the characters in the Chaos prison lightweight, to say the least, and barely equipped to deal with Bill and Ben, never mind Chaos, so try to use Dungeon Master characters, who are at least approaching Master Wizards, Clerics and Fighters. The idea of the game is that Chaos must be destroyed by throwing four Corbums into the Ful Ya pit. There are four separate routes to the Corbums; Ros, the way of the Ninja, Ku, the way of the Fighter, Neta, the way of the Cleric and Dain, the way of the Wizard. Once you have chosen a route, you must stay on it, unless you find an entrance to the Junction of the Ways.

You begin your quest in the "Starter" dungeon (see map), in the dark and being attacked on all sides by purple worms, who have undergone a colour change and are now orange, but alas, still well dentured. When you have recovered your wits sufficiently to illuminate the dungeon, you will see that there are not a hundred worms, after all, only three, but you are standing on a worm generator, so once you step off it, take care not to step back onto it, or you will create another pair of worms. Once the worms have been dispatched collect the four coins and open three of the forcefields. The best buys are the sword Fury, the map scroll, rope and compass, and magic boxes. A nearby illusionary wall provides access to a complete outfit of mail clothing. Ignore the portcullis door, saving an iron key and put a torch into the wall holder to open a secret entrance leading to Supplies for the Quick (a sort of dungeon Tesco). This is one of the parts where an extra hand comes in er ... handy, because stepping into the room activates invisible floor plates and you must not linger or step backwards to get supplies. Essentials are a waterskin, a potion flask and a Vorpall Blade. There are sundry other items, such as food and weapons. Wait before entering the room, and dispose of any of the annoying flying beasts that inhabit the area.

Each time you fall onto the level below you will need an iron key (there are three lying around) to unlock the teleporter, allowing access once again to Supplies for the Quick, otherwise you will be teleported to The Junction of the Ways. An extra hand can be useful to operate the mouse, which can grab the goodies from the alcoves, while you control the party's movements with the cursor keys, but it is perfectly possible to grab all the goodies single handedly, without using up a single key (with practice). At the Junction of the Ways each of the four paths is open to you. You can take one step forward to read the name of the path and one step back again, if you wish, to cancel the choice, but more than one step and you're committed. All routes lead to the Diabolical Demon Director, where they converge before separating again for the final quest for the Corbums. There is no special order for the completion of the paths, but the Neta path is the easiest to begin with. Watch out for Giggles as they carry random items, one of which is the Skeleton Key, which makes life a lot easier.

Hints for the four paths to the Diabolic Demon Director (see map). Each of the four paths leads to the DDD and once there, you cannot proceed to the Corbums without the correct keys. The four keys are: the Turquoise Key, the Solid Key, the Ruby Key and the Emerald Key, and each can be found on the appropriate path, en route to the DDD. -> -> ->

THE NETA PATH - Don't barge into the Screamer Room with a smug, "I'll soon sort THEM out" attitude, because there are a lot of them and sometimes as many as three spiders into the bargain, so it's easy to get surrounded. Before leaving this room by the door, go through the Illusionary wall and down the stairs to the basement of this path, and get the chest containing a potion bottle and other things, walking round them rather than right up to them, because once in the centre of the room, walls close around you, worms are generated and it can be tricky to extricate the party again. There is an Illusionary wall in the basements, giving access to a teleporter to the Junction of the Ways. In the room containing four smaller rooms, each with a pressure plate, you need four volunteers to be shut in. Here, an adventurer's best friend is his mummy! The rest of the path is fairly straightforward, in fact parts of it can be a gas.

THE KU PATH - This is the way of the fighter and you certainly have to prove your worth. It is necessary to dispose of the Dragon in the basement to obtain the Solid Key. The Spiders and the Blue Ant Men must be attacked with weapons first, because spells are teleported inside the room, as you will be once you step over the threshold. Dispose of the Wizards by throwing poison clouds into the room. The room containing the axe "Executioner" (the most effective weapon against Chaos Knights) can be accessed from a secret door in the Wizards room. Grab it quickly, and leg it back to the stairs to deal with the Knights, who will then be released. You can in fact just pinch the axe and leg it, but why spoil the fun.

THE DAIN PATH - Save an Onyx Key for the Cistern (which can only be found to begin with, by dropping down a pit on Level 6) because it can open a useful corridor, by-passing the blue mist transporters, which all take you in the wrong direction. One of the Altars of VI leads to what seems like a dead end, with a Demon's face. If you press the face, a section of wall opens, and hordes of creatures, which appear to be an intriguing mixture of flying Lobster and Japanese car salesmen, will attack. The biggest problem on this path, is getting the Winged Key from the alcove in the centre of the pit room. Have a Zo-Kath-Ra spell ready at "Prove you are a Wizard" and kill the flying snaky thingies. If you feel energetic, otherwise just show the spell to the Eye Sensor to be teleported to the central room. Cross the "Bridge", press the loose brick and quickly take three steps backwards to be transported across the pits. make your way (flying thingies permitting) to the alcove with the three buttons and press them, while the magic map spell is activated, to see what effect each has. Step out of the alcove and step E, E, S, E and throw something onto the pressure plate to close a pit, allowing access through an Illusionary wall to the two green buttons. Pressing these (left, right) will close a hidden pit, and the Winged Key can be reached (flying thingies permitting, of course!) Open the wall with the Winged Key, and there is a chest inside, containing the Ruby Key. One of the snakes carries a Ra Key, but if killed while hovering over a pit, then the key will end up in the Cistern.

THE ROS PATH - The Ros path is easier to do once you are in possession of the axe "Executioner" as there are 6 Chaos Knights to dispatch (although it is possible to kill them just using lightning bolts). Don't be afraid to use the Skeleton Key here, as unlike Dungeon Master, it stays with you when used, (except on Level 1, but that's another story!) Don't pull the handle where it says "Give up, pull the handle" unless you like a challenge, with the odds stacked heavily against you! Kill the Chaos Knights first by opening another door, from which there is access to a staircase. Use the daggers to pass a Ninja throwing test, but don't lift the cloak from the alcove unless you've already opened the door and dealt with the Chaos Knights. -> -> ->

The Emerald Key is hidden in the Dragon Maze, along with about 8 Dragons, but they are not as difficult to kill as the one below the DDD (only about 4-5 fireballs apiece). There is a spinner behind the first dragon, which returns your fireballs, so fire and then nip back down the stairs.

THE DIABOLICAL DEMON DIRECTOR - The Diabolical Demon Director can be at best a little tricky. The best policy, I have found, is to kill the dragon, who lives below, right away, when you can prepare for the attack, rather than be faced with the battle at a later date, when you slipped in unexpectedly, low on mana, with no fireshield activated and fresh out of magic boxes. It is sometimes possible to sneak past the dragon, but it only postpones the inevitable event, so, with nerves of steel, be as bold as brass, take the bull by the horns, and beard the lion in his den, to mix a metaphor or two, because, with the dragon out of the way, you can slip back to the Junction of the Ways whenever you wish. There are plenty of pits to drop down in the DDD, in fact one drops you very conveniently onto the pressure plate which opens the door back into Supplies for the Quick, which is the best one to choose, but as this pit needs to be closed permanently later, to allow access to the second part of the Ros Path, do it sooner rather than later. Remember to have a couple of green magic boxes in hand or the Eye of Time, if a Giggler has dropped it. Activate a fireshield and make sure that mana bars are full, then climb down the rope, to arrive at the bottom uninjured, and give the dragon a real going over (somewhere between 20 and 26 giant fireballs!) Both doors, in the dragon's quarters, are one way only, so to get to the Junction of the Ways, take the down stairs.

CURSE OF THE AZURE BONDS - Final Part

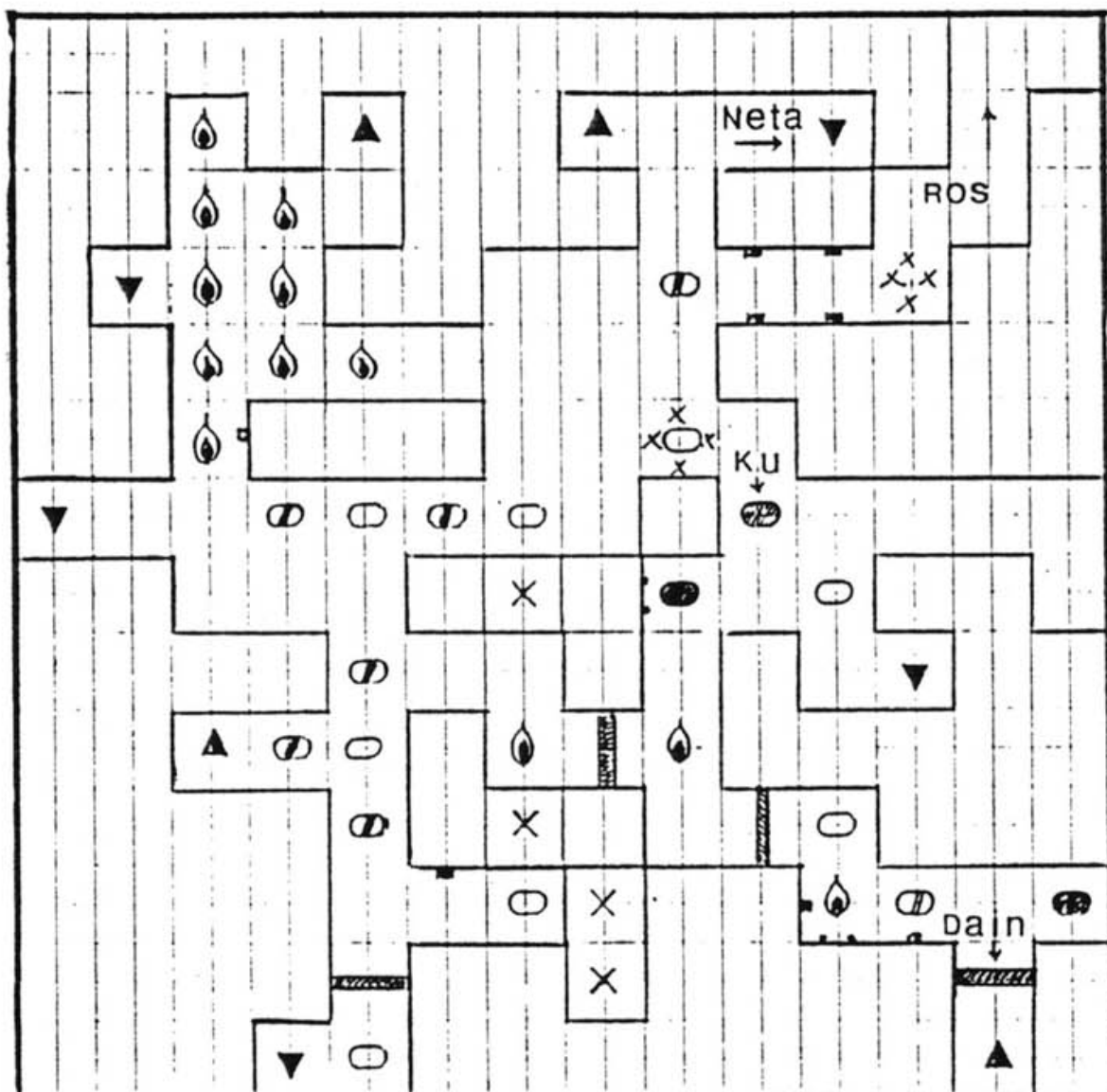
played by Ron Rainbird on an Amiga (1 meg.)

The Ruins are a mighty dangerous place, but necessary to travel through in order to get to the final encounter. Resting is very difficult until you have wiped out a great many patrols, all random; about 10 or 11 in all. Try to help the man being chased by Hellhounds - he will tell you the whereabouts of hidden treasure. At location 9-6 you can meet the head Rakshasa and talking to him in a "haughty" tone, you will get his help against Tyranthraxus. Make your way to location 5-6 where there is a Sewer Grating which will lead you into the GRAND RUINED TEMPLE WHERE YOU HAVE TO CLOSE THE POOL OF RADIANCE AND KILL TYRANTHRAXUS. There is little to say about this except that it is a long and frustratingly arduous fight. It takes place on Level 2 at location 6-2. Nowhere can you rest, neither can you leave the Temple once you have entered. Just before joining battle with Tyranthraxus, cast some preparatory spells, especially Haste and Enlarge, because he has quite a large force of bodyguards, some of which are Magic Users. You will find good bowmen with magic longbows and +2 Arrows are effective against the Big Boss. Once you have disposed of him, the last of the Bonds disappears.








In addition to the foregoing, there are some incidental adventures, thrown in as "extras", for which you can gain experience points, but which do not have to be completed in order to finish the game. These mini-adventures are accessed via the Overland Map and are at Hillsfar, Phlan, Voonlar, Essembra, Tilverton Sewers, Shadow Gap, Shadowdale, Tilvers Gap, Dagger Falls, Ashabenford and Teshwave. There may be one or two more that I did not discover. (The End)

N.B. Champions of Krynn and Might & Magic 3 will be continued next month.

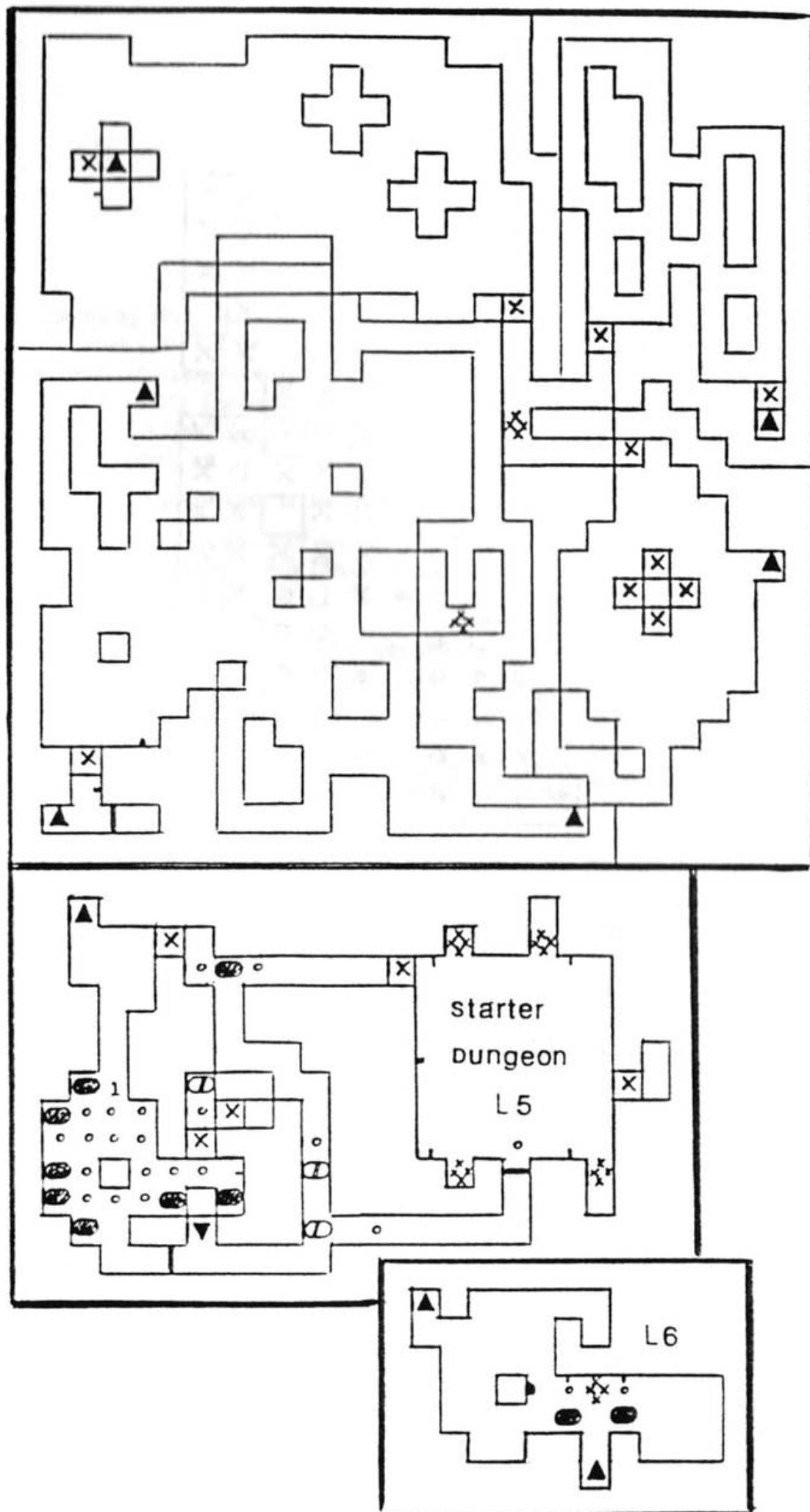
Chaos Strikes Back Level 3 'DDD'

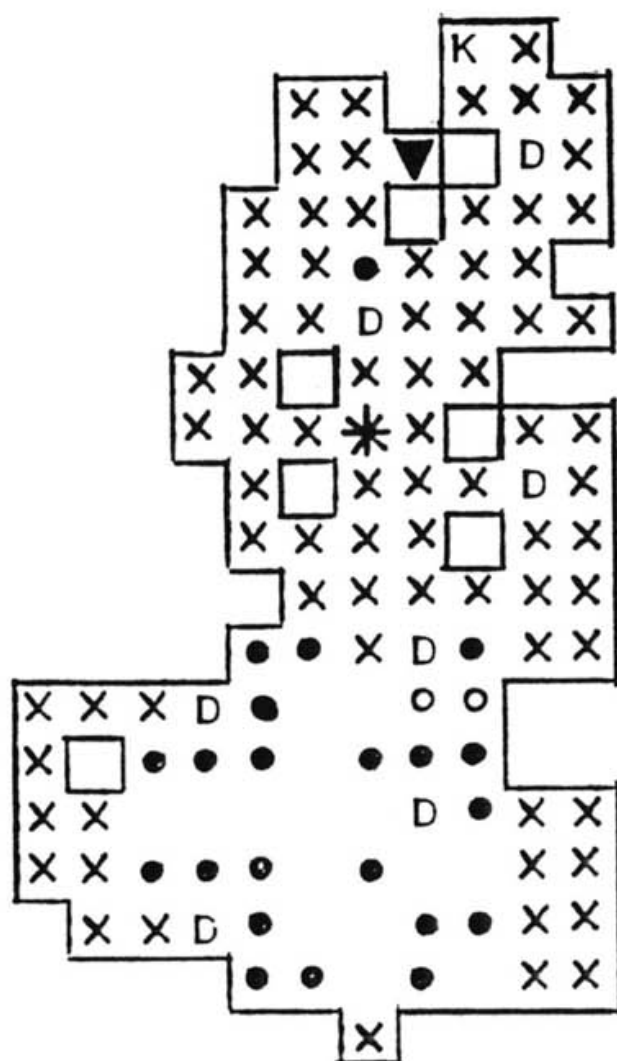


KEY

-  PIT
-  HIDDEN OR DISAPPEARING PIT
-  PRESSURE PLATE
-  FIRE
-  BUTTON, SWITCH ETC.
-  BLUE MIST
-  ILLUSIONARY OR MOVEABLE WALL

Chaos Strikes Back L10 (basement)





ROS PATH DRAGON MAZE

- D DRAGON
- K EMERALD KEY
- PIT
- * SPINNER
- X ILLUSIONARY WALL

NEW FORTHCOMING ATTRACTIONS

for March, April

REVIEWS: Gateway (PC), Hamster Droppings compilation (Sp), Merlin (Sp & C64), Millions Dollar Jewel Heist (Sp & C64), Solvaldol-X (Sp), Escaping Habit (Sp & C64), Stranded (Sp), Murder Hunt '92 (Sp), Out of the Limelight (Sp), Handful of Hamsters (Sp), I Dare You (C64), Extricator (C64), Energem Enigma (C64), The Magus (C64), Lost Tomb Of Ananka (Sp), Dungeon of Torgar (Sp), Beatie Quest (Sp & C64), Mines of Lithiad (C64) and any more I can get my hands on.

FULL SOLUTION: Treasure Hunt In Jersey.

SPECIALS: Adventuring Sayings by Mary Scott-Parker, Union of Adventure Characters by Grimwold, Computer Talk by Frank Oliver, The MAGT by Mark Walker.

STORIES: Life of Grimwold Part 4.

COMPETITION: Winning entry for the Interossiter competition and details of a new competition.

MAPS: for "Survivor" on the Archimedes but also relevant to April 7th on the Spectrum.

HELP: for Dungeon Master spells, Ween, Snow Joke, Dungeon of Torgar, Impact, Merlin, Treasure of Santa Maria, Solvaldol-X, Blizzard Pass, Laskars Crystals, Plan 9 from Outer Space, Shards of Inovar, Stranded, and many more.

plus a statement of the status of your subscription, your letters, adverts. sales/wants, etc.

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